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JUNE 1995

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WEREWOLF!

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INSIDE**

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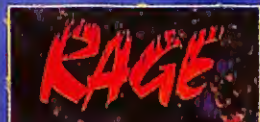
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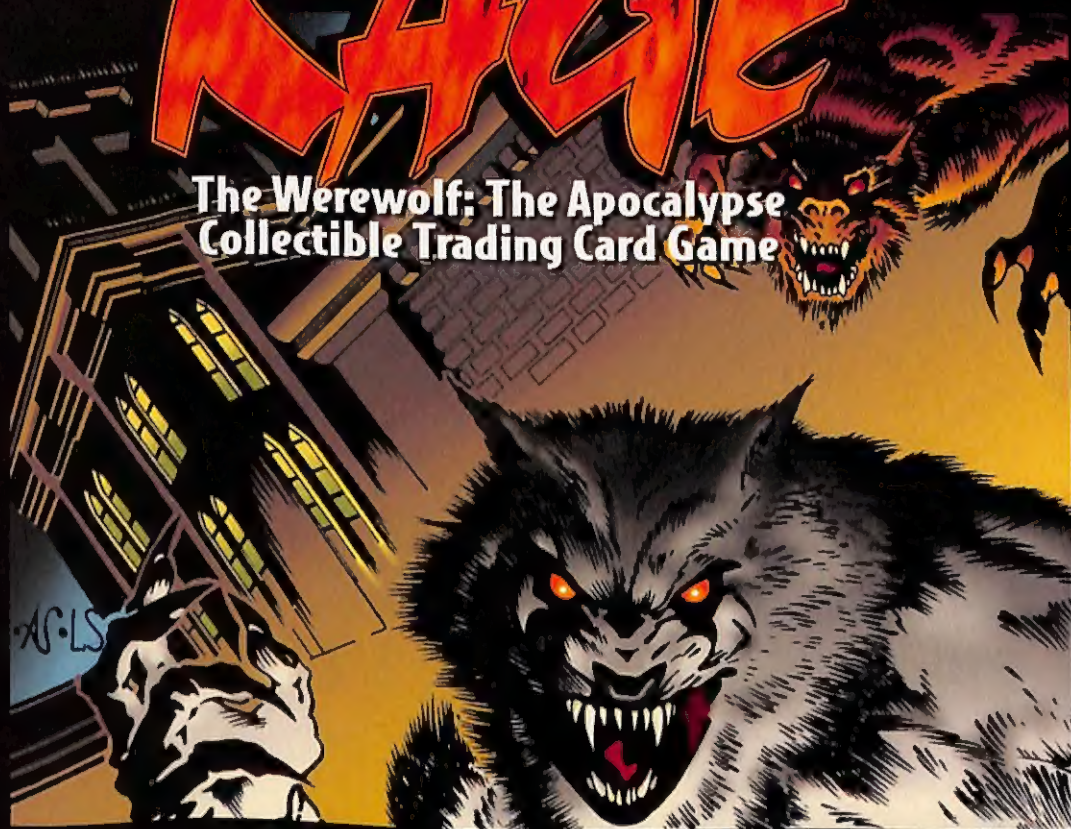
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c o n t e n t s

VOLUME 1 NUMBER 2 JUNE 1995

FEATURES

Anson Maddocks

Inside the mind of *Magic*'s hottest artist. By Andrew Kardon

BACI ME!



I'M A
DWARVEN WARRIOR.
I'M SO TOUGH I CAN
CRUSH A BRICK IN MY
BUTT CHEEKS!

Conspiracies

Learn about Nazi UFOs, disemboweled cows, and other weird stuff. By Eric Black

Magic: The Movie

The heroes of Dominia hit the big screen. By the *InQuest* staff

The Djinn-Efrete War

An *Arabian Nights* variant for *Magic*. By Michael Searle

Contests

Win!

The ultimate one-color *Magic* deck!

Design the next *Rage* werewolf!



It's sorcery at its best.
Join us as we cast *Magic:*
The Movie.



CONTEST

Be all the *Rage*, have your
werewolf art appear in the
next *Rage* expansion set.

You won't believe what we're
cookin' up in this month's
Theme Deck. Take a whiff of
page 25.

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MAGIC ES MULTO BUONO!



Cover Artist

The Prince of Seattle,
Anson Maddocks, illus-
trates his mastery over
gothic fantasy. To
learn more about this
fantasy prince, turn to
page 18.



Wanted: Channel Fireball

Rise to Arms! Begin Your Own Ban the Channel Campaign!

What's worse than taking the 14-hour Kraft factory tour, swimming in a vat of Swiss, and then gobbling 48 slices of plastic-wrapped, nonpasteurized Velveeta? That's right—Channel Fireball, the ultimate in cheese.

See if this sounds familiar. It's the first duel of your tournament match. You're all excited about testing your new deck, about drawing those first seven cards that'll shape your world.

Suddenly, before you can draw your opening hand—bang, you're dead, obliterated by the ridiculously stupid Channel/Fireball combination! It's about as much fun as being rolled over by a tank. Please, let's play again. This time around I'll use my Vise deck, it'll be fun...

I love cheeseheads. Cheeseheads think a theme deck is a decision between Fireballs or Disintegrates; they confuse winning with fun. I guess hitting someone with a 19-point Fireball is fun to some folks—but not to me, nor anyone with whom I play *Magic*.

Of course, my real grievance is just with the "Channel" part of the Channel Fireball. You can't rule out Fireball: it's too vital a part of the game, and it's too much dang fun wiping out a whole slew o' little critters in one shot. You can, however, rule out Channel. I mean, you don't usually Channel in a Wall of Ice without a darn good reason. You might bring in an artifact at a critical time with Channel—I saw a real cool play where someone won in a last-ditch effort with Channel and Mirror Universe—but odds are you won't put Channel in a high-powered deck for this purpose.

Unfortunately, there are those who will—those who bow down before the Almighty Shrine of *Fromage* and nuke newbies while they're studying the casting cost of their Benalish Hero.

The Channel Fireball is, without a doubt, an abuse of the rules. It throws the whole game out of whack—all your opponent has to do is pull ahead of you by one life and you lose! What kind of nonsense is that? We've already banned the card from our games, and now *InQuest* implores you to do the same wherever you play. It's long past due.

Wizards of the Coast...if you're listening, make an official announcement and get the Channel card banned from tournaments. We all know how it's used. Let's stop the madness!

Till next time,



Michael Searle
Editor



Top Five Reasons I Hate Channel Fireball

1. It's no fun when your opponent says "Game over" while you're unzipping your counter pouch.
2. I hate losing to 13 cents' worth of cards.
3. It isn't cool to kill people before they've had a chance to rotate their cards properly.
4. A chimp playing *Uno* could make the same play.
5. Cheese is best served on crackers, not opponents.



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As if we didn't have enough cool stuff to kick around the studio, we enjoy blur if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmo, so send it along to: *InQuest* Art Dept., c/o Wizard Press, 151 Walls Avenue, Congers, NY 10920-2064. Printed in Canada.



COMING SUMMER '95!

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

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Julie Bell and Boris Vallejo

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SYSTEM



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INQUISITION

Run Naked Run Wild

Welcome back for a second helping of the *InQuest* letters page. Since it's still too early to run your reactions to our first issue—it hits the stands the week after this writing—we'll be running more questions and comments on our pre-#1 debut issue, as well as stuff sent to us via America Online. Before we go romping through the letters, let me ask you to put pen to paper and let us know what you think of our li'l mag here. We're still testing out new ideas and formats, and we can become the best magazine possible only if you tell us what you do and don't like. Anyway, on to the letters.

More than Magic

I've been a roleplaying fan for most of my life now. I used to play *D&D* a lot, and like a lot of other people, we molded its rules and style to fit the way a fantasy game should be. You know, choosing which rules to play with and so forth, to make the game seem more real to us. RPGs allowed us the creative freedom to create our characters and explore the world with them.

These new card games are fun to play, but I hope they're not going to be the only things you cover. When you get into them, there isn't the same spark. If I took my *D&D* character and gave him to a friend to play, he wouldn't be the same, but if I gave my *Magic* deck to a friend, what's the difference? When I'm old and *Magic* has come and gone, I'll still remember my ninth-level paladin.

Ted Scott
Royal Oak, MI

If your circle of friends does nothing but play Magic, coerce them into trying new things. Yeah, Magic is great, but buy some Illuminati decks and give it a whirl, or dust off your old modules and character sheets and start them dice a-rollin'. If you're feeling particularly adventurous, go out and try something really new, like roller blading, whiffle ball, or meeting new people. Fill your life with

as many different experiences as possible; it's funner that way.

Thawed Out

What *Magic* expansion sets are coming out this year other than *Ice Age*?

Jamie Kleinman
Buffalo, NY

By the time you read this, the Magic Fourth Edition should be out. In June, Ice Age hits the shelves, and then comes Chronicles (reprinting cards from Legends, Antiquities, and so on), and the Ice Age expansion Homelands (or whatever it's going to be called) should rear its head before year's end. Keep in mind, though, that our friends at Wizards of the Coast have a rep for running late.

Home Improvement

I picked up your premier issue, and I had some pointers for you.

- 1) Your card price guide should include descriptions for all the cards. That kind of information is clutch for gamers putting together new decks.
- 2) Have Anson Maddocks do every cover.
- 3) Don't focus on just *Magic*. There's a lot of great stuff out there. You're limiting yourself and the amount of readers that will



■ "More Anson Maddocks art? Isn't Icy Prison cool enough for ya?" See page 18 for a sneak peek at more Maddocks *Ice Age* art.



■ In the new Batman movie Jim Carrey plays the part of the Riddler. Should SkyBox put out a DC Comics card game, you'll be sure to find this guy on one of them.



■ Foil-stamped blood? If it comes to that we're trading in our Jyhad cards in for a paper shredder.

pick up your book if you focus on *Magic* and nothing else.

4) Your news section is OK, but it doesn't seem overly timely. This is the type of section that I turn to first, and being a big fan of card games, I want to know about everything that's going on. You have to work to make this section stronger, more up-to-date, and more comprehensive.

That's about it. I liked the book, I just think you can do better.

Luis Carson
Virginia Beach, VA

- 1) Check out the back of the book.
- 2) That'd be neat, but he's a busy guy. Hope this issue's cover can tide you over until we can get him again.
- 3) We'll cover as many different games as we can in our 80 pages.
- 4) I think our news section has improved tremendously, but we're still fine tuning this mag.

"Da-na-na-na-na-na..."

The new Batman movie is coming out and it looks great! Is there a Batman card game in the works?

Kurt Wayne
Roundball, KY

Last we heard, SkyBox is doing the DC Comics card game, which should have Batman in it. As a side note, Fleer, which is owned by DC's comic book archnemesis, Marvel Comics, recently purchased SkyBox.

Games²

Why are so many card games coming out now? When I go to the store, the countertop is covered by dozens of games, most of which I've never heard of. Is the market being flooded?

Justin Perry
Lake Forest, CA

Yeah, there's a lot of games being released nowadays, but I don't think the market has reached an unmanageable level yet (though about 30 more card games will be released by the end of '95, so ask me again then). And remember, in *alla* them games there might be lurking another *Magic*.

Ixnay on the Immicksgay

This is almost a comic book question, but since you do *Wizard*, I figure you'll know what I'm talking about. With comic books being foil-covered with holograms and die-cut covers and stuff, how long do you think it will be before we see gold-edition *Magic* cards, or *Jyhad* cards with foil-stamped blood, stupid stuff like that?

That kind of useless, price-gouging garbage screwed up the comic book industry. Do you guys know if any of the game companies are planning on doing any stuff like that?

Roger Cohen
Norfolk, VA

Yep. Check out this month's *Swan Song*.

Looking for trouble

How can I find out about *Magic* tournaments in my area?

Ben Beckett
Dover, TN

Your local gaming store should have tournaments or gamers who know where to find them. If that fails, and you have access to a computer, try the great computer network.

In the future, InQuest would like to include tournament listings in our hallowed pages.



Trekkie

Will there ever be a *Star Trek* game with the original cast? You know, Kirk, Spock, McCoy, and the whole bunch. I enjoy the old series better than the new ones, and I would prefer playing with the old guys. Have you heard anything about possible [*Star Trek: Deep Space Nine*] or *Voyager* sets?

Tom McCormick
La Vista, NE

Haven't heard a peep, though it stands to reason that expansion sets featuring the original series, DS9, *Voyager*, the movies, the old cartoon series, T.J. Hooker, *Rescue 911*, Judgment at Nuremberg, and the episode of *The Twilight Zone* in which William Shatner sees the gremlin will all be made.

Paper, Not Plastic

I play *Magic* a lot, and my cards are starting to get frayed corners. I've even had to replace a couple because they were so scratched up that they were considered "marked." How can you stop them from getting that way?

Sean Collins
Sacramento, CA

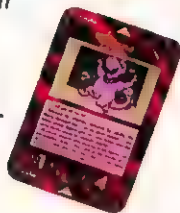
Some people put their cards in li'l plastic sleeves, but that's not tournament-legal. It's also irritating to fellow players. My advice is to shuffle carefully, play on a clean surface, and wear clean underwear in case you get in an accident.

The Men From The Boys

I've been trying a lot of different card games lately, and I've been shocked at how many different types of themes the cards have. For instance, in *Magic*, you have cards that attack your opponent to take away his life points; *Illuminati* has cards that either destroy or control cards, strengthening your power base; *Star Trek* has cards that enable you to complete various missions, and so on.

What makes one card game more popular than the others? Why do some card games sell like crazy and others fail to spark any interest?

Anthony Chambers
Brooklyn, NY



What a game must be, above all else, is fun. What makes a game fun? Well, humans, being a fairly warlike race, enjoy putting the kibosh on things. Especially each other. That's why Magic is so popular. Aside from being a very well thought-out and balanced card game, the object is to off your opponent. Many of the card games out there are either too unbalanced or don't have combat interactivity, which are two fairly important ingredients to a good card game.



And that, as they say, is that. See you again next month.

Send yer letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Stumpers

Q: If you have a Guardian Beast out and your Ateg wants to swallow one of your own artifacts, can he?

—J. Clark, Boston, MA

A: *Sacrifice* is a cost that cannot be prevented. If you want to sacrifice an artifact to Ateg, a Guardian Beast will not stop you. You can feed a White Knight to a Lord of the Pit, and protection from black will not save it.

Q: If you Fork a Wheel of Fortune to draw two consecutive seven-card hands, can you cast instants or interrupts from your first set before discarding them and drawing the second set?

—T. Pierce, Glenshaw, PA

A: Because of timing rules, you can only cast interrupts.

Q: I bring out a Benalish Hero and throw Holy Armor on it—then someone immediately Lightning Bolts the Hero. Is the enchantment cast? If so, do I have time to pump one white mana in and save the Hero?

—P. Traller, Schenectady, NY

A: If you had a spell that prevented, reduced, or redirected the damage—or a spell that regenerated the Hero—she'd be alive; however, pumping up the Holy Armor is none of those, so you can't use it. Unfortunately, your Hero dies.

Q: I cast Word of Command on my opponent, then cast his own Demonic Tutor. Who searches through my opponent's deck to find a card?

—K. Lamond, Champaign, IL

A: Word of Command forces your opponent to cast a spell, but you get to make any necessary decisions. The Word of Command caster gets to search through the deck (with the other guy watching) and give the card to his opponent.

Q: My Mans's Goblin Raiders gets steamrolled by a trampling War Mammoth. I have a Samite Healer, who prevents one point of damage to the Goblin Raiders. How much trample damage goes through to me?

—T. Jones, Wayne, MI

A: All damage is assigned simultaneously, so two points of Trample get through. Then healing effects gets used, so the goblin gets run over and, amazingly, still survives.

Q: Is Sol Ring pronounced like "Sol," as in the sun, or "soul," as in the spirit?

—R. Poinette, Detroit, MI

A: We pronounce it like the sun.

Special thanks to **Rich Redman** at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

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I'M SO HOT I'M BURNING MYSELF. HEYOW!



You say tomayto- I say tomahto...
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Inquisition will also introduce a new card category—RELICS—ancient objects and artifacts that hold tremendous powers. There will also be new personalities from all of the corporations (including the Supreme Cardinal of the Brotherhood and all five Dark Apostles), new vehicles, new equipment and more!

Besides new game play features, there's also other enhancements. LIMITED EDITION, GOLD FOLL packaging, over 100 new cards and randomly inserted cards signed by some of the top Doomtrooper artists will be included throughout the world-wide print run.

Inquisition booster packs will contain 8 cards each and there will be 60 boosters packs per display.



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MAGIC BANNED

NEW YORK SCHOOL DISTRICT PROHIBITS GAME

IF IT'S NEWS,
IT'S HERE!



Bedford Central School District in Westchester County, N.Y., has imposed a 30-day ban on *Magic: The Gathering*.

The game, which was played in extracurricular clubs at Fox Lane Middle School and Pound Ridge Elementary School, caught Ceil DiNozzi's eye when her fourth graders brought a card home. "The picture on it was very graphic, and very indicative to me of just evil," she recalls.

DiNozzi found other cards, like *Demonic Tutor* and *Demonic Hordes*, that disturbed her. "There's no good and bad, it's just evil against evil," she says. "To me this is a seductive little satanic game.... I just don't think it's healthy for children."

With the help of Mary Ann DiBari, a lawyer whose grandchildren attend Pound Ridge, DiNozzi met with Bedford Superintendent Dr. Bruce Dennis, some school board members, and parents who supported the game. When a psychiatrist and a psychologist raised concerns over what they called occult symbolism, Dennis declared a moratorium in order to study the issue.

DiNozzi and DiBari say that *Magic* has caused Bedford players to threaten and intimidate other children. But several local parents and children support the game, denying that the card pictures are satanic.

"I think they have little meaning, little impact on the kids as they play it. They're really approaching it as a game," said the Rev. Paul D. Alcorn. He spoke at a recent tournament organized for Bedford students by his son and a friend. The tournament, which attracted about 50 players, was held in Bedford Presbyterian Church, where Alcorn is co-pastor; proceeds from the event went to a charity for the homeless.

Timothy Warden-Hertz, a Fox Lane sixth grader who helped organize the event, feels that young players can separate fantasy from reality. "We don't set up temples or sacrifice to the Lord of the Pit," he says. The game "doesn't hurt anyone, it hasn't hurt anyone." If anything, he says, *Magic* players have been the victim of teasing.

Although one parent mentioned incidents of children stealing *Magic* cards, many adults praise the game.

"What I think of the game is it's fantastic," says Sue Clark, who supervised the Pound Ridge elementary school *Magic* club. She notes that players will teach other children, even those with whom they might not normally socialize. Like

other parents, she feels the game helps children expand their vocabulary and hone their strategic planning.

But DiBari is concerned that *Magic's* religious allusions violate the Constitutional separation of church and state. "It is blasphemous of those who have other views, and they're not permitted to present [religious views] openly," she asserts.

Her group was upset when Dennis told a local paper that he would let his children play *Magic*. DiBari characterized this statement as an "endorsement" by a public school official.

But Clark feels that a ban on the cards would be unfair. "Mrs. DiNozzi has very strong personal convictions," Clark says, "but I think they're being imposed, and that's wrong."

Other parents suggested that *Magic* protesters want to ban other objectionable material. DiNozzi and DiBari say they're concerned only with *Magic*.

Magic manufacturer Wizards of the Coast sent a representative to meet with Dennis and attend the tournament. The spokesperson, Doug Ferguson, stressed that the cards are only a game. He noted that the company often heard praise from parents, but added that a pentagram had been removed from the Fourth Edition version of *Unholy Strength* to forestall criticism.

At press time, Bedford School District officials had not announced when they would rule on the status of *Magic*.

DiBari says her group will press for a permanent school ban on the game. "If you want to go to war over it, then we'll go to war over it, but we'd rather not. If I had my druthers, I'd like to go home and forget about the whole thing."

**"To me [*Magic*]
is a seductive
little satanic
game..."**

—Ceil DiNozzi, angry parent



■ Evil is as evil
does: does *Magic*
cause satanism?

White Wolf Release New Storyteller Game



White Wolf began the Storyteller tradition in 1991 with the release of *Vampire: The Masquerade*. It followed up with *Werewolf: The*

Apocalypse, *Mage: The*

Ascension, and *Wraith: The*

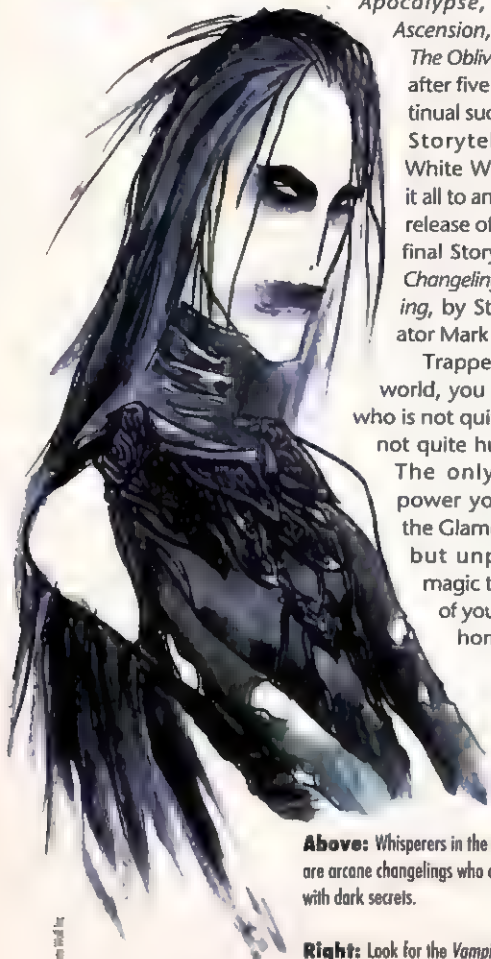
Oblivion. This June, after five years of continual success with the

Storyteller series, White Wolf will bring it all to an end with the

release of the fifth and final Storyteller game, *Changeling: The Dreaming*, by Storyteller creator Mark Rein-Hagen.

Trapped in the real world, you play a being who is not quite faerie, but not quite human either.

The only source of power you possess is the Glamour, a strong but unpredictable magic that is the last of your ties to your home, Arcadia.



Above: Whisperers in the night, the Sluagh are arcane changelings who concern themselves with dark secrets.

Right: Look for the *Vampire* TV series to hit the screens by early fall.

Unlike the other four entries in the Storyteller series, this entire 260-page book will be printed in full color.

Changeling will introduce a new add-on system using cards instead of dice. One hundred sixty-eight oversized Cantrip Cards will act as a supplemental Glamour magic system. The cards are slated for August release and will feature art from Richard Kane-Ferguson, Quinton Hoover, Richard Thomas, and others.

White Wolf has lined up trilogy of sourcebooks and a trilogy of novels to support *Changeling*. Each *Immortal Eyes* sourcebook will be based on an *Immortal Eyes* novel. The first game book, *Toybox*, will ship in August, to be followed later in the year by a novel of the same name. The series should wrap up in mid-1996.

White Wolf Vampire Series

Mark Rein-Hagen is overseeing a TV series for the Fox network based on his *Vampire: The Masquerade* RPG. The one-and-a-half-hour pilot was written by John Leekley, whose previous credits includes the mini-series *The Blue and The Gray*. The show may premier in late summer or early fall.

White Wolf and Rein-Hagen were approached by Tony Krantz, a TV packager for Creative Artists Agency who has been involved in such hits as *Beverly Hills 90210*, *Twin Peaks*, and *ER*. Krantz got interested in *Vampire* after being told it

was a best-selling game. He picked up the rule book, read it, and went to White Wolf with a proposal.

Wes Harris, White Wolf's vice president of new business and licensing, states, "I've been on the set and seen the dailies, and it looks great."

White Wolf had not released the show's cast at press time.

WotC Buys Andon Unlimited

Wizards of the Coast has purchased Andon Unlimited, a gaming convention management company.

Andon, which relocated from Kent, Ohio, to WotC's Renton, Wash., offices, will retain its name. It will continue to run conventions it has previously managed, including AndCon, 3-Rivers Game Fest, the GAMA Trade Show, sponsored by the Game Manufacturers Association, and Origins, the second-largest gaming convention in the U.S.

Andon will also manage WotC's Duelists Convocation, which sanctions *Magic* tournaments, the Convention Relations team, which plans WotC's convention appearances, and the new Demo Tour team, which will bring WotC personnel to gaming stores across the nation in various "Game Day" events.



Mutants & Movies

Edward R. Pressman Film Corp. is reportedly seeking Arnold Schwarzenegger, Shaquille O'Neal, and Howie Long for starring roles in its *Mutant Chronicles* film. The trio would play Doomtroopers protecting Earth from a menace from the 10th planet.

Pressman, known for films like *Conan the Barbarian*, *Wall Street*, and the upcoming *Judge Dredd*, has already hired a writer and director. Philip Eisner has scripted for Robert DeNiro's *Tribeca* TV series. Director Stephen Norrington worked on James Cameron's hits *Aliens* and *Terminator*.



Systems Software courtesy: Focus Collection. TM & © Target Games, AB

Wing Commander Card Game

Mag Force 7 is working on the *Wing Commander Collectible Trading Card Game*, based on Origin Systems' best-selling CD-ROM game *Wing Commander III: Heart of the Tiger*. Designed by Jeff Grubb (*Marvel Superhero* roleplaying game and *Blood Wars*) and Don Perrin (*Star of the Guardians*), the game will pit the Terran Confederacy against the alien Kilrathi and will feature images taken directly from the computer game.

The stars from the computer game, Mark Hamill, John Rhys-Davies, and Malcolm McDowell, will be featured on the cards in photorealistic paintings by book cover artists such as Bob Egerton, J.R. Daniels, and Bill Hodgson. Due to be released in August, the Limited Edition Set will contain 300 cards and be sold in 65-card starter decks for \$8.95 and 15-card booster packs for \$2.95.

Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



TM & © Steve Jackson Games Inc.

NAME: INWO Factory Set
COMPANY: Steve Jackson Games
SET SIZE: 450 Cards
RELEASE: April 1995
PACKAGING: 450-card boxed set
SUGGESTED RETAIL: \$70 per set

Here's the Deal: The complete *Illuminati: New World Order*. This set has everything the collector and player could ever want. All 403 common, uncommon, rare, and special cards are included, plus three of each *Illuminati* card, and blank cards too! You still want more? You got it! Besides being completely playable with the *INWO* Limited and Unlimited Editions, the Factory Set card faces will have a different graphic design so collectors can distinguish them from all other *INWO* editions.



TM & © U.S. Games Systems Inc.

NAME: Phoenix
COMPANY: U.S. Games Systems
SET SIZE: 90 cards
RELEASE: May/June 1995
PACKAGING: Eight-card booster pack
SUGGESTED RETAIL: \$1.50 booster

Here's the Deal: *Phoenix* is the first expansion set for *Wyrvern*. This 90-card set will feature more dragons and terrain cards, all drawn by Peter Pracownik. *Phoenix* will also feature a new, revised rules card, making game play easier for newcomers.

On the Shelves continued on page 15...

The Spice of Life

FPG's first collectible card game, *Guardians*, is due in August. Designed by Luke Peterschmidt and fantasy artist Keith Parkinson, it features illustrations from Brom, Don Maitz, Mike Ploog, James Warhola, and Parkinson himself. This game pits warring armies against one another, and allows the combatants to tap the awesome power of godlike beings called Guardians. The 280-card set will be sold in 60-card starter decks retailing for \$8.95 and 14-card booster packs for \$2.79.

Collectors of *Galactic Empires* cards who don't have them all yet had better hurry. As soon as the Primary Edition and the first expansion set, *New Empires*, sell out, the new Unlimited Edition will debut. While it'll contain 600 cards from the first two sets, 65 of the original cards will go out of print at this time.

There's something special lurking in *Galactic Empires* Primary Edition boosters: Companion Games has inserted one of what it calls an Ultra Super Mega Rare and Valuable Beyond Belief Card. The card can be redeemed for \$10,000. Three similar cards redeemable for \$1,000 each are hidden in *New Empires* boosters.



Spaced Out

Heartbreaker Hobbies & Games will release its newest collectible card game in July. In *Super Nova*, the object is to create the biggest intergalactic empire. Using military, economic, and diplomatic power, you must fight for control of planets and crush your enemies. The first printing will consist of 100 common, 35 uncommon, and 30 rare cards. *Super Nova* will be sold in master booster packs with 18 cards and a rules booklet, with a retail price of \$2.95 per pack.

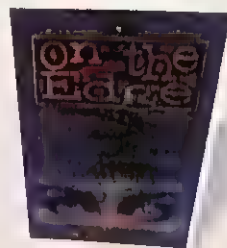
Companion Games is releasing two new *Galactic Empires* expansions this summer. In July, *Origins* and *DragonCon* attendees can grab *Powers of the Mind*. This set lets players represent three empires of wizard-like psi-beings who use psionic powers, not starships, for defense. *Time Gates*, set for a Gen Con premiere, deals with the hazards of traveling through and altering time. Companion says that *Time Gates'* chaos and fast-paced action will turn *Galactic Empires* inside out.

Battlelords, a collectible card game based on the RPG of the same name, will be coming out in August from New Millennium Entertainment. You must command your corps in battle on the frontier of the 23rd-century Fornax Galaxy. Fame and fortune decks let you protect your power and provide you with money. The more than 300 cards are illustrated by Anson Maddocks, Quinton Hoover, Doug Shuler, and others.

Moons of Khadar, a collectible card game from Outer Earth, is due August or September. You are a Khadan, a Klan Lord, and must lead your klan against opponents, employing a variety of objects and actions such as satellites, aircraft, vehicles, subversion, and influence to triumph in battle. The 60-card starter decks will retail for \$9.50 and the 15-card booster packs will be sold for \$3.50.

Far Out

The Nephilim are ancient spirits that can possess a human body. The *Foes of the Nephilim* are a group of humans that want to eliminate these spirits. If you'd like to join the ranks of these hunters, pick up Chaosium's \$16.95 *Foes of the Nephilim* in June.



In August, *Arcana*, the 150-card expansion set for *On the Edge*, will hit the shelves. This Atlas Games set will answer questions about the mystical subculture of Al Amarja and all the strange happenings in places like the Center for Paranormal Control and D'Aubaine University. The 10-card expansion packs will retail for \$1.95.

Networks, November's expansion for *On the Edge*, makes a weird game even weirder. On-island conspira-

cies thicken thanks to the Throckmorton Device's trans-temporal energy. The set will be chockablock with covert agents, their gear, and their secrets.

Nonsense

What inspired *Illuminati*? The *Principia Discordia*, of course. Due in May for \$9.95, this unofficial bible of Discordianism is full of philosophy, clip art, political subversion, and even some '60s dope jokes.

A world where people are actually characters in an RPG? That's exactly what you'll get if you pick up *FRUP*, the new RPG being released in August by Hogshead Publishing. It all started 3,000 years ago, when three RPG books crashed to the ground and became the world's religion! For \$19.95, you can play a non-player character, a monster, a rules lawyer, or even a chain-mail-clad bikini babe.



Men in Tights



WildStorm Productions' *WildStorms: The Expandable Super-Hero Card Game* will hit the market this August. All the popular characters from WildStorm's *Gen¹³*, *WildC.A.T.s*, *StormWatch*, *Team 7*, and *WetWorks* comics will be included in the 315-card set. Certain rare cards will feature non-WildStorm characters. The game was designed by comic artist Jim Lee and

Drew Bittner, who has worked for Steve Jackson Games and TSR, with contributions from freelancer Matt Forbeck. Starters will sell for \$7.95, 15-card boosters for \$2.25.

Gridiron, the first trading card game to focus on—you guessed it—sports, should be available from Precedence for the start of the football season. With 400 cards in the set, the first 60-card starter deck will retail for \$7.95. Fifteen-card booster packs will follow with a \$1.95 price tag. The first set focuses on a down-and-dirty fictional football league.

Boxes

This June, West End Games will release the *DarkStryder* box set for the *Star Wars* universe.

This campaign is set four years after the death of the emperor. Though ill-equipped, you and your band of rebels must hunt down an escaped Imperial moff.



TM & © Hogshead Inc.

Continued
from page 13

NAME: **Shadows**

COMPANY: Atlas Games

SET SIZE: 117 cards

RELEASE: May 1995

PACKAGING: 10-card booster packs

SUGGESTED RETAIL: \$1.95 per booster

Here's the Deal: When you live *On the Edge*, night is a time of evil. This 117-card expansion set shines a harsh light on Al Amarjo, bringing new criminals, agents, and terrors into the world.



TM & © (Chart P. Beard Jr.)

NAME: **Anarchy**

COMPANY: Destini Productions

RELEASE: June 1995

SET SIZE: 50 cards

PACKAGING: Eight-card booster packs

SUGGESTED RETAIL: \$2.10 per booster

Here's the Deal: *Anarchy*, the first expansion set for *Flights of Fantasy*, is due in late June. The set will contain 10 unique enhancement cards, one for each of the five realms of battle. Destini has upgraded its card stock and UV-coated the art face to produce a more resilient and durable playing card. Ed Beard Jr., Ron Roussele, and Ralph Peccia Jr. remain the main artists for the cards.



TM & © TSR

NAME: **Factols & Factions**

COMPANY: TSR

SET SIZE: 134 cards

RELEASE: June 1995

PACKAGING: 15-card booster packs

SUGGESTED RETAIL: \$2.50 per booster

Here's the Deal: *Factols and Factions*, the second *Blood Wars* expansion set, introduces characters like the leader of the City of Doors and the Lady of Pain.



NAME: Hyborian Gates
COMPANY: Cardz
RELEASE: June 1995
SET SIZE: 450 cards
PACKAGING: 110-card starter decks; 15-card boosters
SUGGESTED RETAIL: \$9.95 per starter; \$2.50 per booster

TM & © CARDZ Productions Inc.

Here's the Deal: Julie Bell and Boris Vallejo combined their talents for this new collectible card game that melds magic and technology. Using companion, magic, tech, and vehicle cards, you must battle enemies for the control of various dimensions.



NAME: Shadowfist
COMPANY: Daedalus Games
RELEASE: June 1995
SET SIZE: 300 cards
PACKAGING: 60-card starter decks;
 12-card booster packs
SUGGESTED RETAIL: \$8.95 per starter; \$2.50 per booster

© Daedalus Games

Here's the Deal: Martial artists, gunmen and supernatural creatures are your source of attack and defense in this collectible card game. Feng shui, the ancient Chinese art of geomancy, is the source of your power. You must get your feng shui cards into play while stopping your opponents from getting theirs. Jesper Myrfors, of Magic fame, is the art director for Shadowfist.

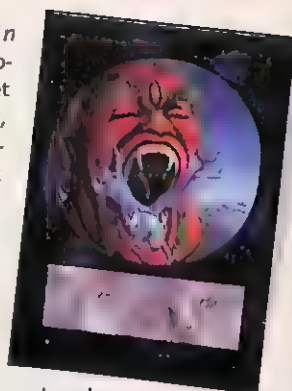


NAME: Super Deck! Slim Decks
COMPANY: Card Sharks
RELEASE: June 1995
SET SIZE: 160 cards
PACKAGING: 30-card "slim decks"
SUGGESTED RETAIL: \$3.50 per deck

TM & © Card Sharks Inc.

Here's the Deal: Slim decks are 30-card packs filled with a selection of 160 all-new heroes, villains, powers, equipment, and monsters. There are two bonus cards, available one in every 10 slim decks, that can be redeemed for four powerful cards that are available in no other way.

Combat in Kowloon, an introductory box set for Shadowfist, will be appearing in August from Daedalus Games. The set, designed to bring new gamers into the world of Shadowfist,



TM & © Daedalus Games

will contain glass bead counters, a colorful rule book with new illustrations and information, and two preconfigured decks of 60 cards each, including over 30 new cards. The art for the cards will come from talent such as Jesper Myrfors, Heather Hudson, Melissa Benson, and Susan Van Camp.

In August, look for the Sky Point/Vivane box set. Retailing for \$25, it'll give players of Earthdawn a better look at the Theran stronghold in Barsaive: the city of Vivane and the elevated Sky Point outpost. Gamemasters will learn what the Theran Empire has planned for the Kingdom of Throal and the rest of the province.

The Library



Miss Gibson

Do you want to know all there is to know about Al Amarja? Now you can, with the *Surviving on the Edge* player's guide. This 224-page book, retailing for \$9.95, will debut

in June and give background on the game and suggest strategies, tactics, and hints.

R. Talsorian Games will be releasing two *Castle Falkenstein* products in August. *Comme Il Faut*, a referee's manual retailing for \$12, is filled with guidelines, ideas, and reference material for campaigns. *Sixguns and Sorcery* is the sourcebook for the Steam Age U.S.A. and will retail for \$16.

FASA has two new books slated for the summer. In July, *Technical Readout: 3058* (\$18 retail) will deliver stats and illustrations for the new BattleMechs discovered by the Inner Sphere. In August, look for *Virtual Realities 2.0* (also \$18). This updated second-edition *Shadowrun* sourcebook includes revised Matrix rules, stats for programs and countermeasures, and information on those Netrunning whiz kids known as the Otaku.

TM & © FASA Corp.

BEFORE THE ICE AGE...



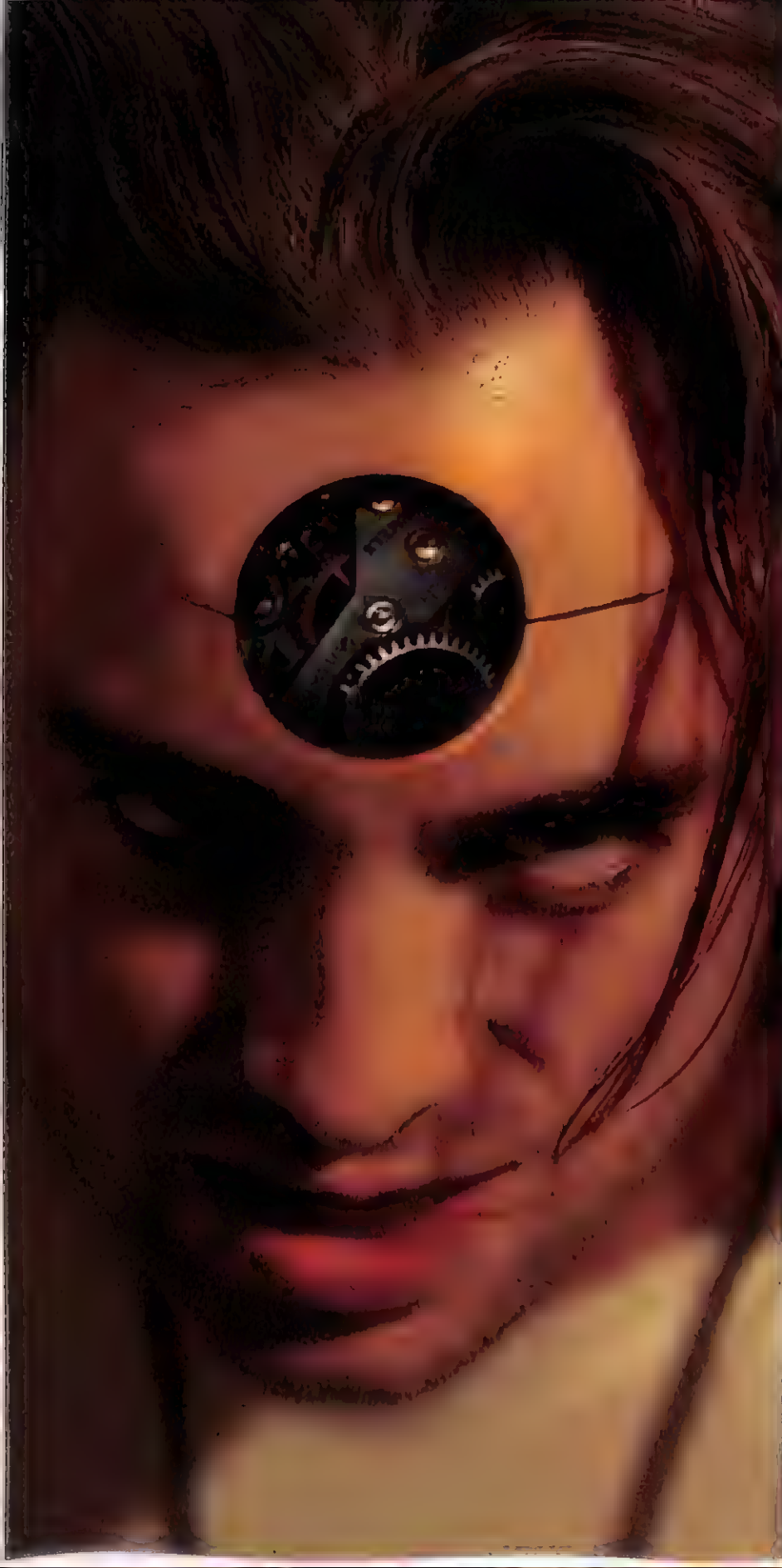
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THE GAME OF AHEAD



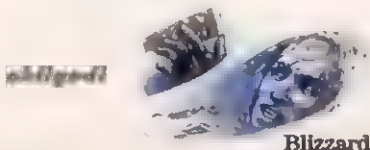
Artist Anson Maddocks on the new *Magic Ice Age* expansion, how he got to be the Prince of Seattle, and that fateful blue monkey.

Anson Maddocks was the

subject of a brief Q&A in our

special edition. Readers told us

they wanted more, so we



By Andrew Kardon

The first thing I ever painted was a blue monkey," reveals top-notch *Magic: The Gathering* artist Anson Maddocks, who began his illustrious art career in the seventh grade. "We were given random pages out of a *National Geographic*. I had a really great art teacher in junior high... He'd give us these different photographs, and we were supposed to reproduce the photographs, but in the exact opposite color schemes. So I ended up with a blue baby orangutan. My mother has it. It's one of her favorite pieces."

The Alaskan-born artist, who now resides in Seattle, Wash., has since become one of the most popular artists in the card market today. But it's not easy going from blue monkeys to Hurlloon Minotaurs: Maddocks took on a number of odd, though highly creative, jobs before hitting it big with *Wizards of the Coast*.



"I was working in a retail vintage clothing store, and we'd buy leather jackets from people and sell them," Maddocks remembers. "We bought a few that had paintings on them, and I thought it'd be kind of interesting to do a couple.... People would come in, they'd like the jackets, but it'd be too much money for them to pay, so they'd ask me if I'd just paint one on the back of theirs. And that's how that got started."

Maddocks painted several jackets, including three for Geoff Tate, the lead singer of the band Queensrÿche. Then there were T-shirts and his first

color work in print—Ann Williams' book *Darkdreamer*.

"This girl had come up with a bunch of poetry that she used to help get herself out of a suicidal depression. It related with her and this fantasy figure of hers—this dark, brooding, male knight figure called Raven; her alter ego in the book was Amber. I had to do these illustrations that sort of reflected the tone of each poem. This is a project that she was waiting tables to pay for, and I think she's still paying for it. I think there were only 500 copies made."

His next move was to display his wares at coffee shops and clothing stores. And then, along with longtime friend and current *Magic* artist Mark Tedin, the two of them leapt from the second to the third dimension.

"Mark Tedin and I would rework entire night clubs based on a theme. One we did was called the Tragedy of Obsolescence—a techno-gothic theme. It was about 6,000 square feet

"*Magic* creator Richard Garfield thought it'd be funny and he used my name in [Jyhad] as the Prince of Seattle. It stuck." —Anson

of club space that we completely converted into this different alien sort of theme. We painted on the walls themselves, put in hardware, and had lights going on.

"We had a large figure hanging from the ceiling. His name was Grendel; he was like a mechanical skeleton with this big long umbilicus for a torso adhered to the wall. We had a fog machine inside him, and every once in a while the DJ could hit a switch and fog would billow out of his mouth."

During this time, Maddocks was also freelancing for *The Seattle Weekly* and *Technical Analysis of Stocks and Commodities*, but, according to Maddocks, "They stopped calling me after a while because the stuff I did was too strange."

The magic really started flowing while he was taking design classes at Cornish College of the Arts in Seattle. There he met Jesper Myrfors, Wizards of the Coast's art director. "He knew of me and my work and asked to see my portfolio," says Maddocks.

Myrfors offered Maddocks his first job for Wizards: illustrating *Thys-tram's Collectanea*, part of the *Talisanta* roleplaying game that WotC had long been carrying. Maddocks got Tedin in on the project.

And then lightning struck. "We were working on that together and then *Magic* came along."

For those of you living in caves, *Magic: The Gathering* is the hottest collectible card game to hit the nation since, well, since ever. *Magic* quickly stole the hearts and minds of gamers everywhere. Maddocks was catapulted into their consciousness thanks to his depictions of Cyclopean Tombs, Plague Rats, and Thrones of Bone. Maddocks contributed some 30 pieces to the first *Magic* set, or about 10 percent of all the original artwork. He's been painting for WotC ever since, including 17 pieces of art for *Magic*'s newest expansion set, *Ice Age*.

"It's a nice project," Maddocks says. "The art for it is fantastic in general. Everybody's art that came in is just top-notch..."

"In *Fallen Empires*, the artwork quality is up quite a bit, and it's even more so in *Ice Age*. I think people are just generally getting better, and they're showing a stronger interest in doing good work for the game. There's competition with all the other artists—sort of an unwritten competition—that everybody's trying to be on par with who they think is excellent. I think that helps."

While designing new art for *Ice Age* lands and creating new creatures and spells, Maddocks ran into very few problems. But as every artist can tell you, translating an idea onto paper isn't always easy.

"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music."

—Anson

"I had to completely redo Icy Prison because I didn't get the point across that I wanted. In redoing it, I ended up going with a different idea anyway. [Originally], it actually looked like someone was drowning under water, rather than trapped under ice," says Maddocks.

Maze of Ith from *The Dark* is "another one that I redid at the last minute because I got a better idea," he says.

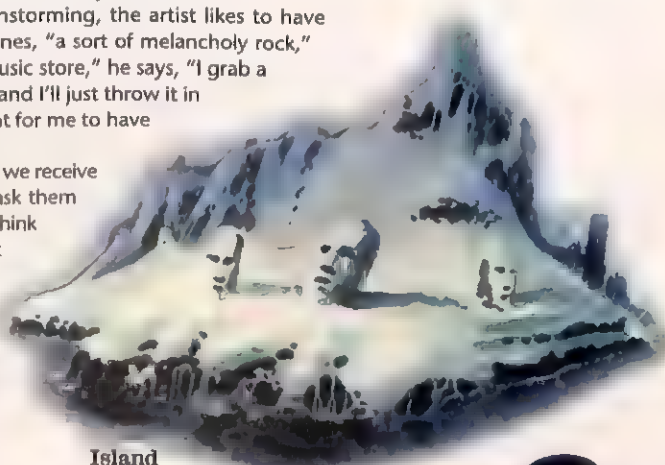
"The original idea I had was a sort of four-legged beast, and his face was sort of inspired by [a dog with a wrinkled face], a Sharpei, actually—its face all curled up and convoluted, forming a maze."

Of his own *Ice Age* cards, Maddocks' favorite is Infernal Order. "There's a male figure holding up a chalice. In the background, there's some tentacles raising a helmet to his head. He has chains that come out of his eye sockets and drape over his cheeks and then back up to a headband that goes over his head. It's interesting. It's dramatic. It sets up the mood."

Mood is something Maddocks definitely dwells on: whether he's sketching, painting, or merely brainstorming, the artist likes to have music around to set his mood. (The Cranes, "a sort of melancholy rock," are his favorites.) "Every time I pass by a music store," he says, "I grab a CD that seems like it might be interesting, and I'll just throw it in with the rest of my stuff. It's really important for me to have a good mood while I work."

Especially in the early stages of a card. "All we receive is the name," he says. "Sometimes we can ask them [for more information] and they'll tell us, and I think they would actually like that. But there's sort of this unwritten rule that designers don't tell the artists what they have in mind. It adds variety to the game. They let you know if it's a creature or a spell, and if it's flying."

"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music. I'll just sit down and do as many sketches as I need to before



Island



something clicks.

The sketches are usually pretty vague—just enough to give me a compositional idea.

And then I'll put it right to illustration board and finish it up.

"For some reason it's actually less distracting to go sit down at a table in a coffee shop. I don't have a phone. I don't have a television. You sort of isolate yourself at your table. There's nothing else for you to do but work."

For the record, the artist, who prefers a double-tall cappuccino, declares that there is no good coffee where he works in Renton.

Of his numerous contributions to *Magic*, Maddocks says the Hurloon Minotaur, which has become a mascot of sorts for *Magic*, is among his favorites. The fans, however, helped with this decision.

"I like the Minotaur in the sense that it makes so many other people happy, so that sort of kicks back on me and I have to appreciate it for that. But it's really hard for me to pick one in particular that I like the most, because I learn from each one that I do. I get something new out of it, and something different than the last one gave me."

The Hurloon Minotaur was indeed quite different from the usual half-man, half-bull hybrid. "Whenever you get something like an elf, or goblin, or orc, or minotaur," Maddocks reveals, "you automatically get pre-established images in your head that have come to you from movies or other illustrations. And whenever that happens, I always try to push it to left field and try to get something new out of it."

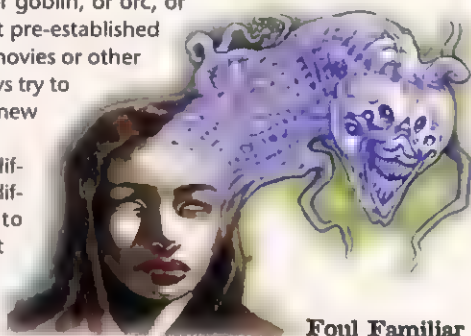
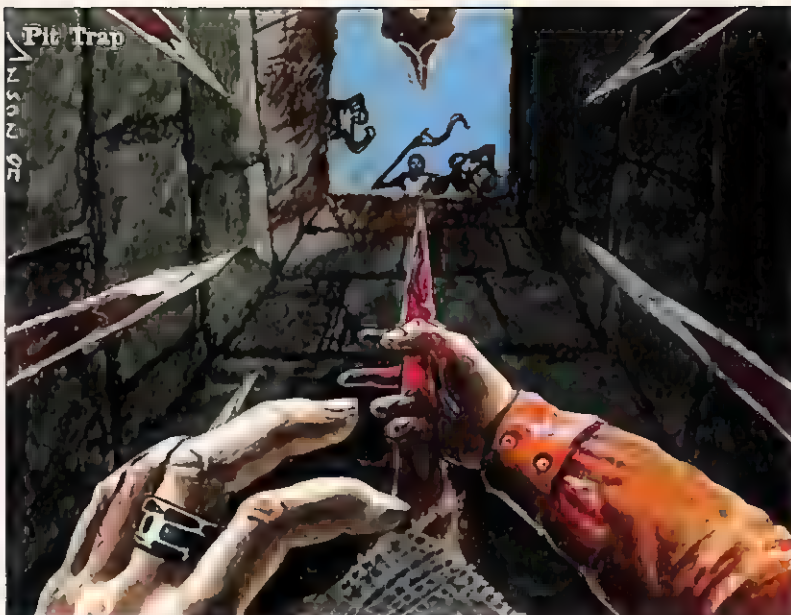
"With the Minotaur, I did four or five different sketches for it, and all of them were different. What I ended up with was trying to imagine the world of the minotaur—what sort of rituals they might have and how they might live—and I tried to pull the tribalistic aspect out of that. I went with the scarification and the sort of scrimshaw on the horns as a sort of totem or rite of passage."

Maddocks may have opened up a whole new world of Minotaurs—future sets, including *Magic's* next expansion, *The Homelands*, may include more of the horned creatures—but he's basically closed the door to a different species of the flying variety.

"I really don't like dragons at all," he says. "I did so many of them when I was younger, I can't portray them in a new way. It's really hard for me to rework them in a way that I haven't seen before. It sort of kills the interest."

"There was a portion in the lower left hand corner [of the Living Wall card] that I intended to be an esophagus. It was misinterpreted for another orifice."

—Anson



Foul Familiar

Maddocks' career recently took a step sideways when he moved briefly to comics. Acclaim Comics launched its Armada imprint in March with comics based on *Magic*. Maddocks, who'll be providing covers to the two *Fallen Empires* issues as well as a Hurloon Minotaur one-shot, thoroughly enjoyed the project.

"It's nice to work large," he says. "I enjoy it more. You can put more detail in it and get more involved in it. You can get a lot more across. When you're working on the cards, you realize that half of the subtleties you put in there are gonna be completely lost because of the [size] reduction."

A number of interesting projects are on tap for the future. Maddocks redesigned the logo for WotC's *Vampire: The Eternal Struggle*, formerly known as *Jyhad*. He's also doing about 10 cards for the set. This seems only appropriate, considering he actually appeared in *Jyhad* as Anson, Prince of Seattle.

"Early on that was a joke in the play-test decks. [*Magic* creator] Richard Garfield thought it'd be funny and he used my name in the game as the Prince of Seattle. It stuck and actually got into the final rounds. I was asked to [paint it], but I thought it'd be too ridiculous, so I let Mark Tedin do it. We did this corny lit-



the photo shoot where we had all these different poses; the one he chose was quite odd."

Maddocks assures us that there aren't any other Anson appearances as far as cards go, but he does admit to a few other minor points of interest among his cards. "There's something written in Spawning Pool" from *Jyhad*, he confesses. "There's also something interesting in [The Dark's] Frankenstein's Monster. All these things are very subtle."

Another interesting fact is that Maddocks' Living Wall was the only *Magic* card ever to be censored. "There was a portion in the lower left-hand corner that I intended to be an esophagus. It was misinterpreted for another orifice"—he laughs—"and they glazed that out. They all voted on it. It was very democratic. I figured if they voted on it then it was OK."

The artist is also providing artwork for some other upcoming projects, including *Shadowfist* and *Battlelords of the 23rd Century*, new collectible card games from Daedalus Games and New Millennium Entertainment, respectively. "That's gonna keep me busy for a while," Maddocks explains. "I'm not at a point right now where I have time to look for any particular work, so I'm just sort of saying yes to the interesting things that have come along."

The artist, who uses "mostly acrylic in various stages of dilution, color pencils, and sometimes marker" to bring to life his depictions of Dominia's creatures, would choose to be a Chaos Orb if he did in fact live in the world of *Magic*. "It's just a vile cretin of a card, and I'm not a vile cretin of a person, but I like to project myself into another character sometimes."

If it sounds like Anson Maddocks is enjoying himself right now, you're right. When he manages to pry himself away from his work, he enjoys jumping in his Volkswagen Jetta or on his no-name-brand mountain bike (he traded a painting for it) and just going somewhere completely random. But Maddocks is also thinking about his future.

"I like European movies. I like the attitude of them. I'm getting more and more disinterested in Hollywood-style films. I wouldn't mind doing

some script writing or just conceptualizing. I did a lot of creative writing and won some small-time awards for it. It's sort of loose-end poetry as well. My writing's really descriptive—almost like a verbal illustration.

"I'd like to perhaps do some writing for scenes in movies, but that's way down the line. I was thinking about putting together a book that would have some writing in it and some illustration. It sort of brings the idea of a graphic novel closer to the surface."

As for the immediate future, Maddocks hopes to take his artistic skills to the next level.

"I would actually like to do more work in the fine art area and do more gallery shows,"

he says. "That would mean a lot to me personally. The amount of recognition I've gotten in such a short amount of time is really amazing. I see myself making more and more time to set aside and do these things. But it's really hard to say no to these really interesting projects that come along, because you don't want to kick yourself later for saying no."

But have no fear, *Magic* fans: Maddocks will still continue to add his artistic charm to the hottest collectible card game around.

"I hope for the best for *Magic*," says Maddocks.

"The contributions that I make to it, I'll do my best. As long as they keep asking me, I'll be interested in doing work for them. I don't get bored with it. I just have to make sure that I supplement my diet with other stuff, so I don't get burned out. My work is what I eat and breathe."

Andrew Kardon, a fraakish copy editor of sorts for InQuest's sister publication, Wizard: The Guild to Comics, thinks it would've been much cooler if Anson had drawn the Hurlon Minakaur feasting on Theseus' bones.



**"They stopped calling
me after a while
because the stuff I
did was too strange."**

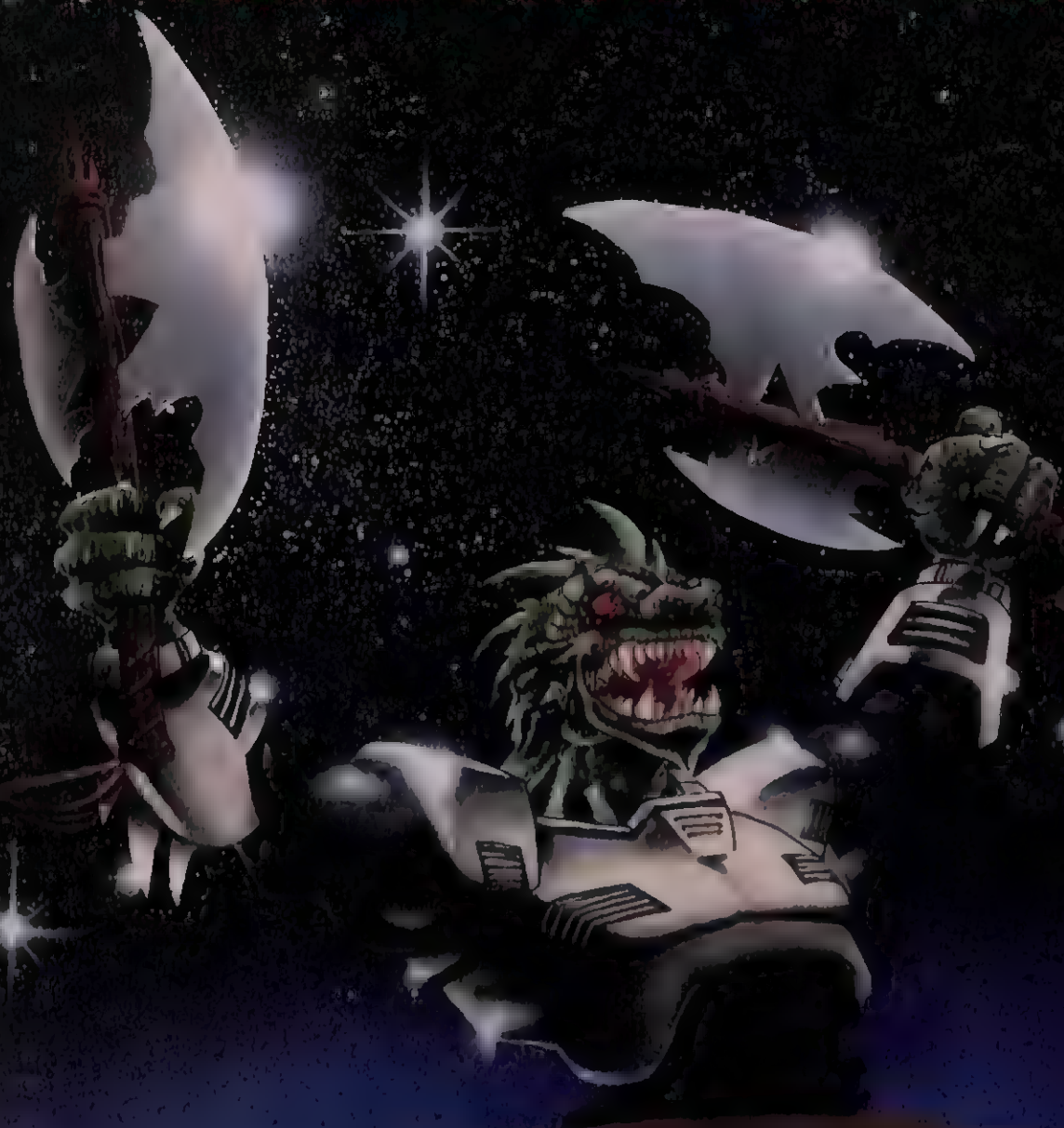
—Anson



**Infernal Order
of Stromgal**

BATTLELORDS™

COLLECTIBLE TRADING CARD GAME



BATTLELORDS, THE NEWEST COLLECTIBLE TRADING CARD GAME, IS SET ON THE FRONTIER OF THE FORNAX GALAXY. STRIFE, INTRIGUE AND WARFARE DOMINATE THE 23RD CENTURY. YOU COMMAND AN ELITE MERCENARY CORPS, READY TO ENGAGE ANYONE OR ANYTHING... FOR A PRICE.

A CALL TO ARMS THIS SUMMER

NME

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The Fantastic

Your opponent's at 20 life; you're at 1.

Normally you'd be praying for a sudden windstorm or something.

But not with this deck.

Why? Because here, the idea is not to keep pace with your opponent, but to worry about getting four—count 'em, four!—cards in play. That's it. No matter what, if The Four come out and stay out—bingo, you win! Game over.

How is this possible in a game with an average tabletop spread worse than 52-Card Pickup? Easy. In *Magic*, a lock is a play your opponent is helpless against, a combination that will either win you the game outright or so severely cripple your opponent that he'd best make plans for a new set of ante cards. Stasis Lock does just what it says.

Magic players are accustomed to cranking out enough defense to match the other guy's offense, or shooting a fiery arsenal of direct damage that'd barbecue Satan himself. Not this time—you'll have to concentrate more on card combos than life totals.

If you care even the slightest bit about *Magic*, you've got to be wondering "What are the four cards that can bring about a game-ending lock?"

Our Fab Four:

Kismet, Birds of Paradise, Stasis, and Instill Energy

Here's the lineup:

- 1) Birds of Paradise, aka Mana Birds;
- 2) Instill Energy, aka The Special Effects Dynamo;
- 3) Kismet, aka Comes in Tapped; and
- 4) Stasis, aka "Where the hell did this art come from?," aka "You've got to be kidding me!"

The basic premise is to stop everything dead in its tracks. Stasis does a pretty darn good job of this. Couple it with Kismet and you've got a virtually unstoppable lock going—anything your opponent puts in play comes in tapped, and eats away precious mana that can't be untapped due to Stasis. It's quite the dilemma, and once your challenger runs out of untapped land, there's nothing she can do for the rest of the game. Stasis and Kismet alone can shut down an army of opponents.

That is, as long as you have enough mana to power Stasis. Islands might provide enough blue mana to keep Stasis out long enough for the kill, but you usually run out of land quickly, having stalled the game just long enough to draw a few extra cards (which is useful when you're falling prey to a fast-moving deck).

The true beauty of this deck, however, comes from the harmless-looking Mana Birds. Throw an Instill Energy on a Birds of Paradise and suddenly you have a creature that can provide one blue mana every turn *and* untap even with Stasis in play. In effect, the Birds can create a continual Stasis field.

And look out when you've set one up! Since your deck is tuned to deal with this kind of thing and your opponent's probably isn't, you have a distinct advantage. Your main weapons are the Black Vises, which injure your opponent when his hand swells with unplayable cards, and Serra Angels, big, tough, flying 4/4s that don't tap to attack and thus aren't affected by Stasis. If your opponent manages to tap them—with Word of Binding, Paralyze, or Winter Blast—you can pull out Twiddle to untap the Angels and put the pressure on once again.

Your card mix includes some Psionic Blasts, for direct damage and creature elimination; counterspells galore, for slowing down your opponent—and speeding yourself up, if you use a Mana Drain; and lots of library-related cards

Stasis Lock

Blue

- 1 Ancestral Recall
- 2 Boomerangs
- 1 Braingeyser
- 1 Copy Artifact
- 1 Counterspell
- 3 Mana Drains
- 1 Mana Short
- 1 Power Sink
- 2 Psionic Blasts
- 2 Resets

- 4 Stasises
- 1 Time Walk
- 2 Twiddles

White

- 1 Armageddon
- 2 Disenchants
- 3 Kismets

Green

- 4 Instill Energys
- 1 Regrowth

- 1 Sylvan Library

Black

- 1 Demonic Tutor

Artifacts

- 4 Black Vises
- 1 Icy Manipulator
- 1 Ivory Tower
- 1 Meekstone
- 1 Winter Orb

Green

- 4 Birds of Paradise

White

- 4 Serra Angels

- 1 Bayou
- 7 Islands
- 1 Library of Alexandria
- 4 Tundras
- 4 Tropical Islands

Remember, take the punches in stride, and don't panic. Hold The Four until just the right time, then unload a knockout punch before your opponent knows what hit him!

- # CEREAL KILLERS

NUTRITIONAL FACTS

1 Kobolds of Kher Keep

(Rice Crispies' Snap, Crackle 'n' Pop)

- 1 Bottle of Suleiman
(A bottle of milk)
- 1 Chaos Orb
(A really, really mean-lookin' Cocoa Puff)
- 1 Dark Sphere
(A big Cocoa Puff)
- 1 Draconian Cylix
(A cereal bowl)

- 1 Fountain of Youth
(Looks more like a fountain of milk)
- 1 Golgothian Sylex
(Another cereal bowl)
- 1 Ivory Cup (Or should we say...Ivory Cup of Milk?)
- 1 Sol Ring (A Cherio)
- 1 Wooden Sphere
(Another Cocoa Puff)

- 3 Savannahs
- 3 Scrublands
- 3 Tropical Islands
- 3 Tundras
- 4 Underground Seas

Pat McCallum

Eater, Watcher,
and Player



They don't call it roughage for nothing! A cereal that would make Mikey proud.

If Today is Tuesday,

A brief tour of c nspiracies

MY ERIC BLACK

Players of *Illuminati: New World Order* (INWO) vie for control of the world, constructing labyrinthine conspiracies shrouded in secrecy, infiltrating government agencies and subversive coalitions, and slipping each other 20s under the table to throw the game.

Unlike most collectible card games, INWO is not set in some alternate, fictitious universe where dragons belch enchanted napalm on bloodthirsty, singing sheep, or where spaceships travel from star to star without taking thousands of years to get there and without anybody ever having to go to the bathroom. For all of its oddities ("The Boy Sprouts, aided by Hillary Clinton, attack Switzerland with a Rain of Frogs"), INWO takes place right here, right now.

But when it comes to weirdness, INWO has nothing on the real world:

Jesus was genetically engineered by extraterrestrials to bring mankind a message of peace and love. Their purpose was to make us more docile and less likely to resist invasion.

Not three, not four, not even five, but no less than 22 bullets were fired at President Kennedy in Dealey Plaza. Although five people were killed, including a Kennedy impersonator, Kennedy himself escaped and was seen the following year at a

birthday party for Truman Capote.

The baseball strike has been engineered by the Council on Foreign Relations in an attempt to erode confidence in a traditional American sport. Star athletes, Council members fear, pose a threat to their single-world-government agenda.

I wish I could say I made those up.

If the world of conspiracy theory is new to you, consider this a Baedeker's for a strange, strange land...

What the Heck's an Illuminati?

If you play INWO, you may think Steve Jackson, who created the game, created the Illuminati as well.

But Illuminati conspiracy theorists are very real. If you want to see some, go look at the John Birch Society. (Be sure to do it from a safe distance.)

And yes, the Illuminati are also real. Or at least they were.

The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons, from whose ranks he recruited, but focusing more on overthrowing monarchs and clergy and less on driving around in parades in silly little cars.

Actually, the Illuminati weren't all that secret. Weishaupt apparently had to spread the word around town that he was starting a secret society. Even then, only five people showed up at the first meeting.

Membership quickly grew, though, and in 1784, just as things were chugging along rather nicely, the Bavarian government stepped in and squashed the Illuminati, and that was pretty much the end of it.

Maybe.

Rumors of the Illuminati (or truths, depending upon how you look at it) persisted, fueled by the events of the time. The American and French revolutions

were in perfect keeping with Weishaupt's dream of toppling monarchs and establishing republics. Furthermore, many key

A November 23,
1963, newspaper,
from the day
after President
Kennedy's
assassination.

WEEKEND **The Record** EDITION Friend of the People It Serves

JOHNSON BEGINS DUTIES OF OFFICE; KENNEDY SERVICES TO BE MONDAY

**Death Stirs
All Nations**



**U.S. Numb
With Grief**

This Must Be Area 51

TOP SECRET

figures in both upheavals were either Masons or had Masonic ties, and the Masons were allegedly an Illuminati front.

To top it off, in the midst of the French Revolution, the Comte de Cagliostro—who was a Jacobin, a Mason, and an Illuminatus (!)—testified before the Inquisition that the Illuminati still existed and were plotting revolutions all over Europe, using their control over banking families to finance their schemes.

To the eyes of the Illuminati theorist, the answer is clear: the Illuminati did not disband in 1784; rather, they continued to operate, this time in true secrecy. Using the banks and the Masons as fronts, they instigated the American and French revolutions, overthrowing pesky, irritable kings and replacing them with agents they could control.

With access to capital and power, the Illuminati built a hidden empire, engineering world events like the Russian Revolution, World Wars I and II, and the Kennedy assassination for their own shadowy purposes. They now control the world. *Bavaria, Bavaria! Great Mother of dairy products and collectible figurines! Long may you reign!*

The lack of variations on this theme among Illuminati believers suggests these people are as dour and monolithic as the conspiracy they imagine.

But there are some festive options. My personal favorite centers on George Washington. It seems that the painting of Washington we are all familiar with—the one reproduced on the \$1 bill—did not resemble him. This fact, combined with Washington's Masonic ties, has led some theorists to suspect that the Washington we know as the First President and Father of Our Country is, in fact, Adam Weishaupt. Forced to flee Bavaria, they claim, Weishaupt came to America, offed Washington, and took his place.

But as anyone who has ever posed for a high school yearbook photo knows, just because a picture makes you look like an ugly old German guy does not mean you have been replaced by Adam Weishaupt.

Leaving issues of evidence and logic aside, one of the big problems with the Illuminati theory is that it seems highly unlikely that some ordinary, Bavarian schlemiel would be able to construct the greatest conspiracy the world has ever known. It seems unlikely that *anyone* could, for that matter. We can't even put together a decent Super Bowl halftime

show, for heaven's sake.

The answer, some people believe, lies not on Earth.

Hail, Clumsy Saucer Masters!

If UFO theorists are to be believed, extraterrestrials from a highly advanced society have developed a gravity-manipulation drive fueled by anti-matter reactors that warps space and allows them to travel millions of miles in the blink of an eye.

Using this technology, our unearthly superiors have traveled thousands of light years to our planet, passing nebulae and quasars, crossing meteor showers and asteroid fields, dodging treacherous black holes and wormholes, only to crash repeatedly upon arrival into solid, stationary ground.

Not only do our blundering interstellar visitors have no talent for keeping their craft in the air, they seem incapable of designing them to look cool. We don't get visited by an X-Wing; we get the transgalactic Bundt pan.

What's more, rather than consult any of the copious medical textbooks available in bookstores everywhere, they study human biology by picking speed-popping truck drivers and retired Air Force colonels off backwater highways and shining big, bright lights in their faces.

Frankly, they sound a lot like us.

A few theorists believe these aliens have been in contact with humans since the days of the Pharaohs, and some say they are the patrons of the Illuminati.

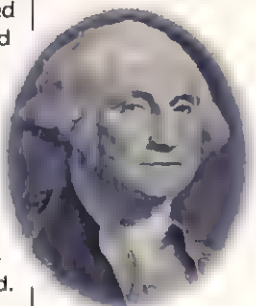
But most UFO conspiracy theorists follow a different path. Looking at reports of UFO sightings, abductions by extraterrestrials, cattle mutilations, and pervasive government secrecy, they see a connection.

In July 1947, something crashed into the desert near Roswell, N.M. Despite initial reports that the Army had recovered a "flying disc," Army officials stated that, in fact, they had retrieved the wreckage of a weather balloon.

Since then, investigators have discovered the weather balloon report was false. While the Army has yet to reveal what they actually took from the crash site, to some the answer is obvious:

Aliens, aliens, aliens!

Theorists believe that two spaceships crashed in the Roswell Incident. Saucer wreckage and little green corpses were recovered from both and taken to Wright-Patterson Air Force base in



Do you know this man?

He may not be the

father of our country

after all.



Aliens may have mas-

tered interstellar travel,

but they still can't build

a cool flying saucer.

YOU BASTARDS!



"So this is the deal.

We give you some

cows and a couple

of humans and you

give us some real

cool stuff like laser

technology, fiber-

optics, and that

flying saucer."

Dayton, Ohio, where they have been stored ever since in the mysterious Hangar 18.

Later that year, President Truman (a Mason!) allegedly signed into existence a secret bureau of military leaders called Majestic-12 (MJ-12). MJ-12's mission was to keep a lid on all UFO matters and to negotiate arrangements with the aliens that were favorable to national security interests.

Lest you doubt, theorists claim that part of the plan for keeping UFO contact under wraps was to discredit any eyewitnesses and make them look like imbeciles.

In 1954, MJ-12 brokered a deal with the "Grays," as the aliens are known, to trade human and cattle research subjects for Gray technology. The Grays started abducting people and cutting up cows, and Air Force pilots started tooling around in flying saucers at a top secret Nevada test range known as Area 51.

This arrangement continued in apparent mutual prosperity until 1982, when MJ-12 learned the Grays were abducting far more humans than indicated on the "official" list. Military investigators discovered that the Grays were attempting to cross-breed with some of their abductees, in strict violation of the original agreement.

The military conspirators, who had sponsored *Close Encounters of the Third Kind* and *ET: The Extra-Terrestrial* to inure the public to clammy, gray benefactors from the sky, realized they had been out-smarted.

Some theorists go on to say that another alien race has stepped in to help us out, and that this race is locked in a war with the Grays. Other theorists apparently feel you can't have too much of a good thing: they claim there are no fewer than six

different races vying for Earth.

Yet others believe that UFOs are actually flown by Nazis who live inside the Earth in an idyllic paradise lit by an inner sun. They fly in and out through giant holes in the polar ice caps that the Zionist conspiracy does not want you to know about.

No, I do not know what this last group is on.

Strange Doings in Dallas

No day in American history has been more picked over than November 22, 1963, the day President Kennedy was assassinated.

To investigate the assassination is to wade into a morass of contradictory ballistics evidence, bungled forensics, eyewitnesses who suffered mysterious deaths, and strange connections between the Mob, the Cubans, the CIA, and the Texas oilmen.

"Morass, hol!" say the conspiracy-mongers, charging in in record numbers.

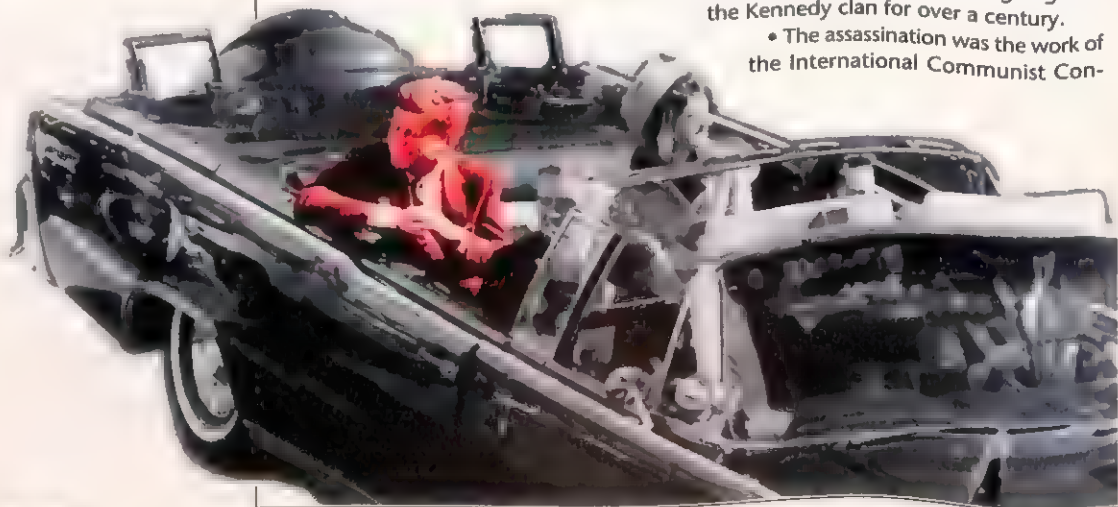
Chances are you're at least somewhat familiar with the Lone Gunman theory preferred by the Warren Commission, the Military-Industrial Complex Conspiracy theory preferred by Oliver Stone, and the Cuban Exile-Mafia Boss-Rogue CIA Agents theory preferred by most serious students of the assassination (sorry, Oliver).

But those aren't the only theories—oh no!

- The gunman who killed Kennedy was actually...Joe DiMaggio. The Mob allegedly picked Joltin' Joe because he was jealous over Kennedy's affair with Marilyn Monroe and because he had good eyes.

- A pamphlet entitled "The Assassination Festival of Jacqueline The Praying Mantis" claims that the Bouviers, Kennedy's in-laws, killed him. The family had apparently borne a grudge against the Kennedy clan for over a century.

- The assassination was the work of the International Communist Con-



spiracy. Despite carrying out a phony invasion of Cuba and collaborating with Khrushchev on a fake missile crisis, Kennedy was turning a little too *American* for the taste of his Marxist overlords.

- Oswald missed. The fatal shots came when the AR-15 of a Secret Service agent positioned in the limousine behind Kennedy accidentally discharged.

- The assassination was engineered by Texas oilmen in league with Lyndon Johnson. This particular theory was suggested by Jack Ruby, who apparently (and perhaps wisely) decided his own ties to the Mafia weren't worth mentioning.

- Kennedy was the victim of a right-wing homosexual thrill-kill ring.

- And, of course, Kennedy was killed by the Illuminati. One of the believers of this theory was an aide to Jim Garrison, the New Orleans attorney played by Kevin Costner in *JFK*. I wonder if he knew that one of the members of the Warren Commission, future President Gerald Ford, was a Mason...

Unfortunately, theories have yet to come to light pinning the blame on the Saucer Nazis.

Back to the Confinement of Reality

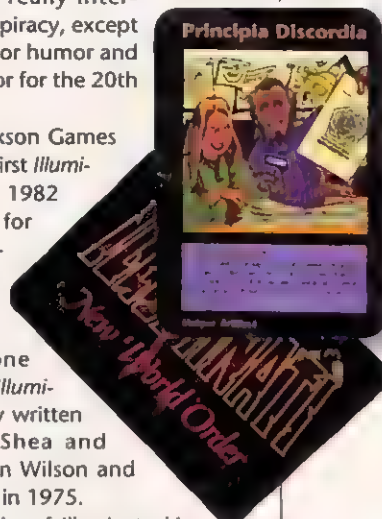
INWO players may be interested to know that although the game draws on all of these conspiracy theories, and many others, Steve Jackson does not buy into any of them. "I'm a weirdness buff, not a conspiracy buff," Jackson says.

"I'm not really interested in conspiracy, except as a subject for humor and as a metaphor for the 20th century."

Steve Jackson Games released the first *Illuminati* game in 1982 (see sidebar for details). *Illuminati* drew much of its initial inspiration from one source: the *Illuminatus!* trilogy written by Robert Shea and Robert Anton Wilson and first released in 1975.

The premise of *Illuminatus!* is that every conspiracy theory ever imagined is true. Over the course of the story,

Principia Discordia isn't just a bible of a strange religion — it's the basis of a strange game, too.



A History of *Illuminati*

Steve Jackson Games (SJG) released the first edition of *Illuminati* in 1982 in pocket-box format. For those of you who don't remember, the pocket box used to be SJG's *modus operandi*. It was a black, plastic, rectangular box that was designed to fit in the back pocket of a pair of jeans, although "designed to fit" was about as far as it went toward actually fitting. SJG had previously released *Ogre* and *Car Wars* in this highly portable format.

The original *Illuminati* played much the same way as *Illuminati: New World Order* (*INWO*) does, although there are significant differences. *Illuminati* had a smaller, fixed number of cards (every box contained a complete set); it included Money as a force of control along with Power; there was a pool of Uncontrolled Groups instead of a hand of Group cards for each player; and the rules openly encouraged cheating. The cards were also smaller and monochromatic. (I know, I know... *The horror!*)

The word from players was that the game was great but the cards were too small. SJG responded by releasing the Deluxe Edition in 1984, which came in a standard-size cardboard box and featured larger cards. There was also a letter from the Ancient Illuminated Seers of Bavaria on "official" letterhead. If you are interested in this last item, a similar letter can be found in the *Principia Discordia*.

Steve Jackson then spent a number of years thinking about reissuing the game with new cards, new rules, and full color art. "I spent 10 years looking at the newspaper thinking, 'That would make a great card,'" Jackson says. "And then trading cards happened, and it seemed obvious that's the way the game should have been done in the first place."

After the August 1993 debut of *Magic*, *INWO* rapidly went into development, with the bulk of the design work taking place in early 1994. That summer, the Deluxe Edi-

tion went out of print. It was replaced in December by the *INWO* Limited Edition, which sold out almost immediately. Eighty-four thousand starter sets have been sold, approximately 10 times the number of Deluxe Editions sold.

By the time you read this, the first release of the *INWO* Unlimited Edition should be available in stores. Jackson is already planning an expansion set that will keep the game up-to-date.

"One of the cards planned for the expansion set is a Newt Gingrich card," Jackson says. "But we haven't decided if it's going to be a Newt Gingrich personality card or a Newt World Order card."

Jackson will not divulge the theme of the expansion set.

There's also a play-by-mail version of *Illuminati*, started in 1985 by Flying Buffalo. It's a faithful adaptation of the original SJG *Illuminati*, with a few twists thrown in for good measure. Unlike the face-to-face version, you cannot see what the other players do unless they do it to you. You can, however, try to spy on them. You can also send another player your name, address, and phone number if you want to negotiate.

Negotiation, espionage, and betrayal are critical in this version. As Rick Loomis of Flying Buffalo puts it, "Our game fits in very well with the book; nobody really knows what's going on."

If you're interested in play-by-mail *Illuminati*, contact Flying Buffalo at P.O. Box 1467, Scottsdale, AZ 85252-1467. You can also call them at (602) 945-6917, or fax them at (602) 994-1170. *Illuminati* rule books are \$2 (including postage). Loomis strongly recommends getting the rule book before applying to play.

Steve Jackson Games is also affiliated with *Illuminati Online*, a computer service that provides SJG with Internet access and offers bulletin boards for fans of the company's products. New product information is also available. You can reach *Illuminati Online* by phone at (512) 462-0999 or by modem at (512) 448-8950.

—Eric Black



The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. (See page 27.) According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons.

the main characters uncover a giant conspiracy run by the Illuminati. They also uncover a secret organization called the Discordian Society that is working to save mankind from the Illuminati's grasp.

The idea for the game first struck Jackson when he was talking with David Martin, the artist who would go on to paint the master-and-puppet design used for the backs of *INWO* cards.

"We were sitting around Dave's house one night,"

Jackson recalls, "drinking some wine, talking about life, the universe, and everything. And we were talking about books we could make into games.

The trilogy came up and he said, 'It's a great subject, but you could never make it into a game. It's too weird.'"

Jackson agreed with Martin's assessment and put the thought aside for a few weeks.

"But then I started thinking about it, and I decided you couldn't use the Wilson and Shea trilogy for a game, but you could use the book it was based on, which was the *Principia Discordia*."

The *Principia Discordia* is the bible of the Discordians, who, by the way, are a real organization (or disorganization, as the case may be). Founded in 1958 by Gregory Hill and Kerry Thornley, the Discordian Society purports to worship a goddess of chaos and confusion. As presented in the *Principia Discordia*, Discordianism is a joke religion with a serious purpose: to get people to question their attitudes toward the world and, well, stop taking everything so seriously.

If you're interested in learning more about the Illuminati and their sick little pals, *Illuminatus!* is a great place to start. *INWO* fans and conspiracy buffs alike will get a big kick out of it, plus you'll get to find out the meaning of "fnord." The entire trilogy—*The Eye in the Pyramid*, *The Golden Apple*, and *Leviathan*—is bound in a single volume, *Illuminatus!*, and is available at most bookstores (Dell, \$14.95 retail).

You might also want to check out the *Principia Discordia*, a sort of Zen joke book that is both funny and thought-provoking. The author is Malaclypse the Younger, aka Gregory Hill, co-founder of the Discordian Society. Steve Jackson Games is shipping its second printing of this public-domain book May 15 (\$9.95 retail).

If you do start to poke around, though, you should be warned: accidents have a way of happening to people who learn too much about the Bavarian Illuminati.

You might find it wise to adopt some sort of cover, like a derisive, mocking attitude.

Sort of like this article.

Eric Black is a freelance writer living in Los Angeles. He has the strength of 10 men.

Save a Booth at GEN CON for the Conspiracy

Strange Connections in the Collectible Card Game Industry

We all know Steve Jackson Games (SJG) released *Illuminati: New World Order* (*INWO*).

But did you know they did it with financial help from their competitors, Wizards of the Coast?

They also had cooperation from Chaosium, who permitted a *Servants of Cthulhu* card, and with whom they developed *CthulhuPunks*.

And they had a secretive arrangement with Atlas Games, publishers of *On the Edge*. John Nephew, president of Atlas, and Steve Jackson have agreed to allude to each other's games; *On the Edge* contains a Bavarian Illuminati card, while the first *INWO* expansion set will include an Al Amarja card.

Meanwhile, Jonathan Tweet, who designed *On the Edge* for Atlas, now works for Wizards of the Coast. Which sometimes employs the services of publishing broker Darlene Miller, wife of Marc Miller, the designer of the *Super Deck!* collectible card game.

Elsewhere, Darwin Bromley (a double agent's name if there ever was one) worked on both *Star Trek: The Next Generation* for Decipher and *SimCity—The Card Game* for Mayfair Games.

SimCity is, of course, widely known as a computer game, and computers are the province of hackers. It was a connection with a former hacker that got SJG busted by the Secret Service in 1990. SJG was about to release *Cyberpunk GURPS* (a game not dissimilar to *CthulhuPunks*) when overzealous government agents decided the highly futuristic game was "a handbook for computer crime."

The Secret Service, mind you, is the same organization that investigated the Dallas-based Church of the SubGenius, which in turn has close ties with the Discordian Society. One of the founders of Discordianism is Kerry Thornley, a Marine buddy of Lee Harvey Oswald, who also has Texas-related ties to the Secret Service.

Discordianism inspired *Illuminatus!*, and both in turn inspired SJG's *INWO*.

SJG, by the way, is based in Austin. Which is in Texas.

—Eric Black

It's Time for **Redemption**™

The game of
Redeeming the Lost.
Created by Rob Anderson

Redemption™ is an action packed collectable trading card game based on the Bible. Players lead a brave band of Heroes in a series of battles against the Forces of Darkness that are holding Lost Souls prisoner. Players win by rescuing the most Lost Souls. Cards are common, uncommon, and rare.



Features high quality artwork including works by:

Greg Hildebrandt, Ron DiCianni, Jeff Haynie, Michael W. Carroll,
and many other talented artists.

The First printing is Limited Edition and will sell out fast. Contact your Distributor now.

INQUEST

CONTEST

The Official
"My Deck
is Better than Your Deck!"

InQuest Contest

Win! Killer Magic Decks!

Grand Prize (Five winners)

Five master deckbuilders will win a one-color, 60-card deck that kicks giant ass!

OOPS, I
HOPE THAT'S
JUST GAS!

THIS GAME
IS SO COOL...
WHAT'S THAT
SMELL?

MUST...
KEEP... CHEEKS...
CLENCHED!



Here's what we want. You, after choosing one of the five colors from *Magic: The Gathering*, must construct a tournament-legal deck using only that color. No artifacts are allowed, and only those lands that correspond to your deck's color (you can put Urborg in a black deck, or Pendelhaven in a green deck, but the Maze of Ith, Library of Alexandria, and such are all off-limits). Any card that specifically targets another color is out—meaning color-hosers like Acid Rain, Gloom, or Conversion, though creatures with color-related abilities like The Hand of Justice are OK. And your deck has to be exactly 60 cards.

Each deck will be pitted against a multitude of differently themed decks here at IQ HQ. If yours can go toe-to-toe with anything, it'll win for its color category.

All others will be deemed unworthy and flushed.



So after you've spent what'll seem like a lifetime perfecting your well-oiled machine, send us your deck's card list, broken down by creatures (if any), spells (if any), and lands (if an...waitaminute!), all in alphabetical order (and tell us how *many* of each card you put in). Then fill out the official entry form below, attach it to the back of your

deck card list, and mail that sucker off to:

InQuest Deck Contest

c/o Wizard Press

P.O. Box 118
Congers, NY 10920-0118

Contest Entry Form ▼

Legal Mumbo Jumbo

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and people who play multiple Rack/Visa decks. What the hell is wrong with you? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card and attach it to your deck card list. Enter as many times as you like. Mail each entry to The Official "My Deck Is Better than Your Deck!" InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Wizard Press will provide any version of its choosing in cases where multiple editions of a card have been printed. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Here's a fun twist to playing *Magic*: for every point of damage you inflict upon your opponent, he or she must eat a tablespoon of mayonnaise. Mmm-mm! All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The winner will be chosen on September 11, 1995, by Wizard Press based on creativity and originality. All decisions are final. Anybody trying to slip a Latus into his or her deck will pantsed.

For a list of winners, available after September 13, 1995, send a stamped, self-addressed envelope to "My Deck Is Better than Your Deck!" InQuest Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *InQuest!*

This contest **expires July 31, 1995—**
so you'd better get your rear in gear!

My Name: _____

Date of Birth: _____

Phone #: () _____

Address: _____

City: _____

State: _____

ZIP: _____

WIZARD PRESS PRESENTS THE INQUEST DECK CONTEST

CONTEST

Casting Call



InQuest casts the

MAGIC
The Gathering™

movie. The Good Guys

By a bunch of InQuest staffers

It has to have happened to you. You're sittin' there playin' *Magic*, waitin' for your opponent to finish untappin' his 97 1/1 creatures, when you notice how much the Spinal Villain looks like your math teacher. Or how your little brother is the spitting image of Orgg.

One such revelation started our wheels a-turnin', and led us to pick who we think would be great in a live-action *Magic: The Gathering* flick. So, with the understanding that this whole thing is just foolin' around and doesn't represent any movie that's in production or anything, sit back, put your feet up, and enjoy!



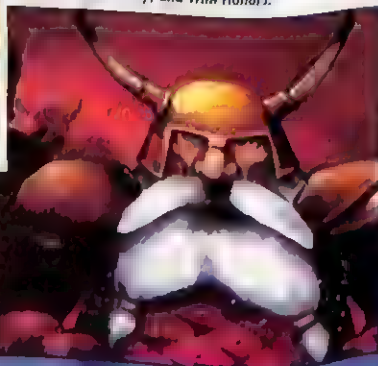
Serra Angel

The lovely Serra would be played by the equally lovely Sharon Stone, who, like the Serra, can kick ass. You know her best from *Basic Instinct* and *Total Recall*.



Dwarven Warrior

We chose Joe Pesci for the role of the Dwarven Warrior, cause all ya gotta do is dab that beard in peroxide and bam, perfect likeness. You're familiar with Mr. Pesci's work in *Lethal Weapon 2* and *3*, *My Cousin Vinny*, and *With Honor*.



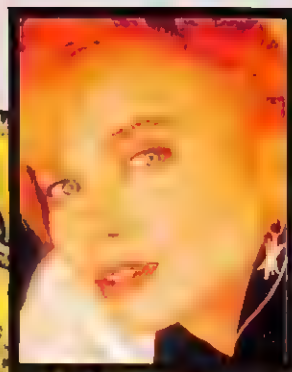
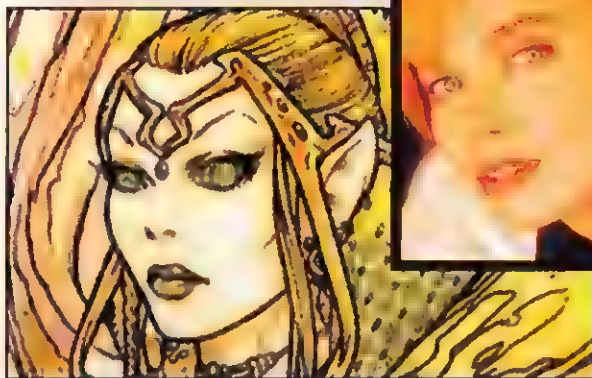
Italian Moneychanger

The sourpussed Moneychanger would be brought to life by Marlon Brando, who, before he retreated to Fantasy Island, became a Hollywood big shot with such flicks as *The Wild Ones*, *Last Tango in Paris*, and *The Godfather* (he was also Kal-El's dad in *Superman*!).



Pixie Queen

When it came time to cast the Pixie babe here, we went with one of Tinsel Town's hottest actresses, Rebecca De Mornay. You know her from *Risky Business* (mroowwl) and *The Hand that Rocks the Cradle*.

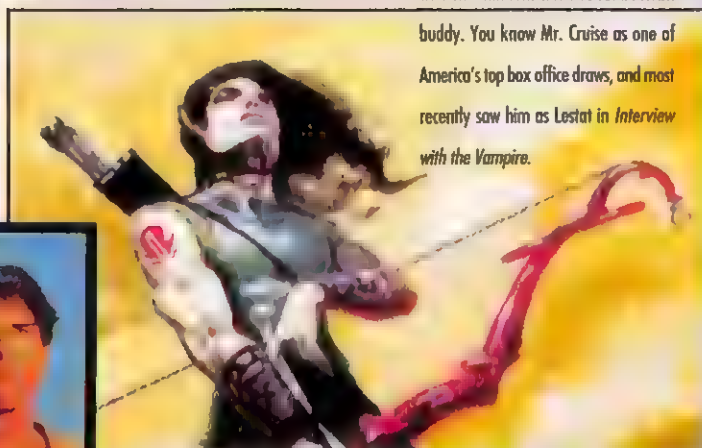


Prodigal Sorcerer

Yeah, yeah, we know Tim here is nicknamed after John Cleese's sorcerer character from *Monty Python and the Holy Grail*, but you gotta admit he's the spittin' image of *Star Trek: The Next Generation*'s Patrick Stewart.

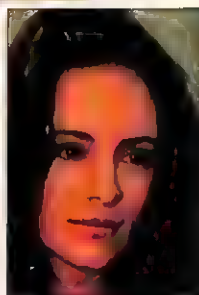
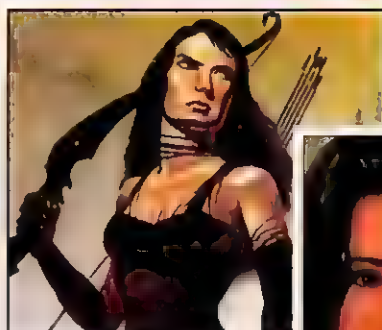
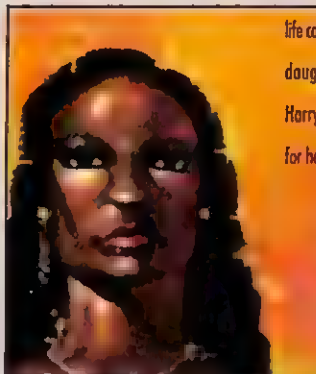
Elvish Archer

To get some girls to come see this flick, we went with Tom Cruise as our li'l elvish buddy. You know Mr. Cruise as one of America's top box office draws, and most recently saw him as Lestat in *Interview with the Vampire*.



Enchanted Being

The Enchanted Being comes to life courtesy of Shari Belafonte, daughter of famous singer Harry Belafonte, and known for her role in *Speed Zone*.



D'Avenant Archer

Madeleine Stowe, best known for her parts in *Unlawful Entry* and *The Last of the Mohicans*, comes up to the plate to play the Archer of Avenant.



Ley Druid

"Top the mono, Luke!" Filling the shoes of the Ley Druid is Sir Aler Guinness, who's best known for his role as Obi-Wan Kenobi in the *Star Wars* trilogy.

Tracker

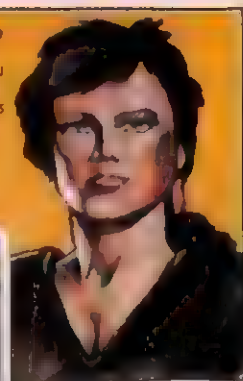
For the studly Tracker, we picked Kenneth

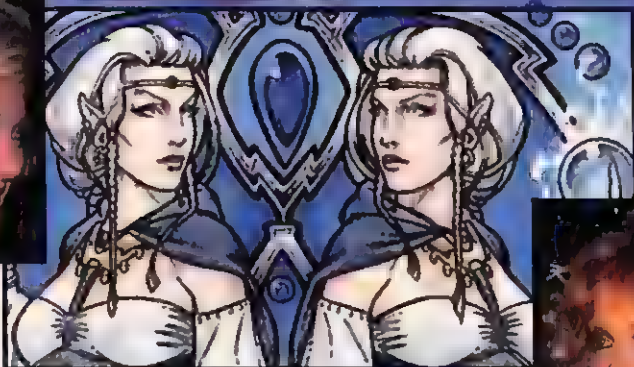
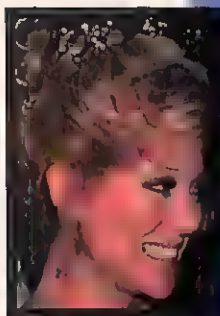
Branagh, whom we last saw sewing dead things back together in *Mary Shelley's Frankenstein*.



Benalish Hero

The Benalish Hero role went to Mary McDonnell, whom you know from *Dances with Wolves* and more recently, the baseball flick *Blue Chips*.

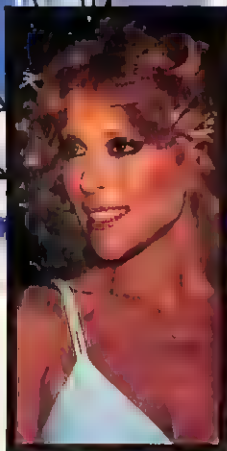




Vesuvan Doppelganger

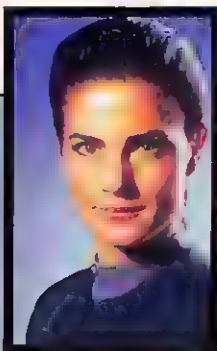
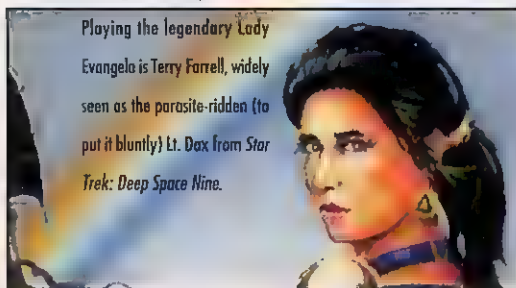
The sister team of Audrey and Judy Landers

step into the role of the Vesuvan Doppelganger(s). You know them from about 100 different guest shots on various TV programs.



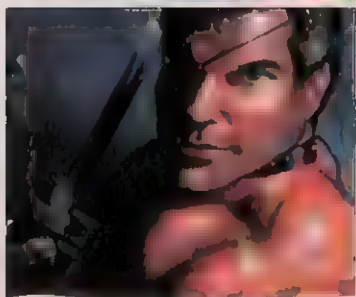
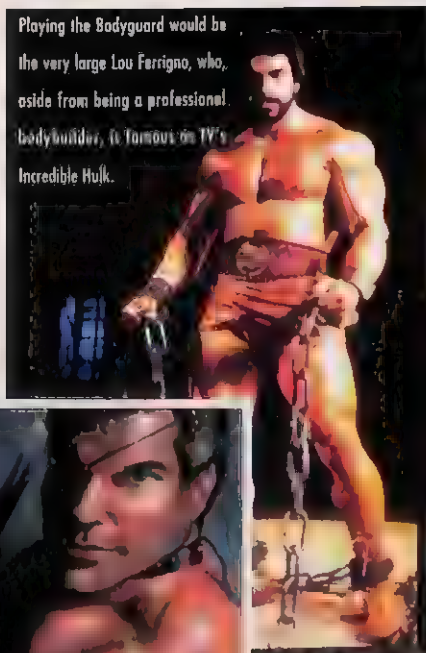
Lady Evangela

Playing the legendary Lady Evangela is Terry Farrell, widely seen as the parasite-ridden (to put it bluntly) Lt. Dax from *Star Trek: Deep Space Nine*.



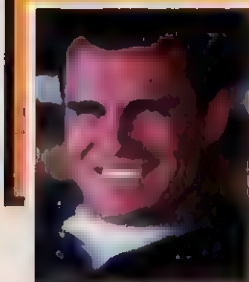
Veteran Bodyguard

Playing the Bodyguard would be the very large Lou Ferrigno, who, aside from being a professional bodybuilder, is famous on TV's *Incredible Hulk*.



Northern Paladin

As the no-nonsense Northern Paladin, we went with Brad Johnson, best known for his roles in *Always* and *Flight of the Intruder*.



What?!? No bad guys?!? Hey, relax. We only had enough room for the good guys this issue, but next issue we'll turn the pages full of croon of-the-crap *Magic* scumbags.

The InQuest staff, none of whom were party to the American Denny Association that choose can indeed make all the difference.

The

DJINN-EFREET WAR

A NEW VARIANT FOR THE OLDEST MAGIC EXPANSION

Sure, you've controlled a jungle full of Kird Apes, or commanded the awesome power of Aladdin's Ring. You may even have faced the insidious Juzam Djinn with only a Camel and a handful of white magic.

If you have, you've stepped outside the bounds of the normal *Magic* Universe and entered the myriad of worlds that populate the multiverse of Dominia. How cool is it that Wizards of the Coast actually based their first expansion set on real fairy tales? Think of the possibilities; imagine a *Magic* set based on the Arthurian legends!

Wizards of the Coast's *Arabian Nights* is taken from *A Thousand and One Arabian Nights*, fairy tales that are supposed to have taken place during the eighth century reign of Great Caliph Harun al-Rashid of Baghdad. The basic story goes that the Sultan Shahnyar married a new wife each evening and executed them the following morning. (Sound like a bad case to me. Don't ask me why he offed them—I guess he's really fickle.)

One young bride told the sultan a story on her wedding night. Cleverly, she stopped her tale when she got to the most interesting part, just before dawn, and promised to conclude the tale the next day. It was a good scheme, and after continuing for 1,001 nights—the sultan might have had no patience

for women, but he was a sucker for a good story—the sultan was convinced of her fidelity and intelligence, and she got to sleep without worrying about breakfast in bed being a knife blade.

Neat, huh? But did you know that the clever young bride's name was *Shahrazad*?

There's all kinds of other cool tidbits you can learn from actually reading the *Arabian Nights* tale. During Sindbad's great voyages, seven in number, he traveled to the treacherous Diamond Valley, was ensnared by the giant Rukh, and met the Old Man of the Sea. Ali from Cairo braved a deadly haunted house; he lived to tell about it, and gain great riches too. Ma'ruf, the poor cobblestone maker, came to power with the help of a djinn. King Suleiman, seen by some as a prophet of God, was so powerful that he could imprison djinns and efreeti in bottles of brass, sealing them in with molten lead.

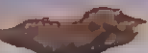
There are so many memorable tales—so many that we decided to build our own story..

How to Play

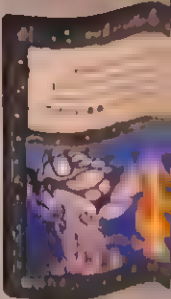
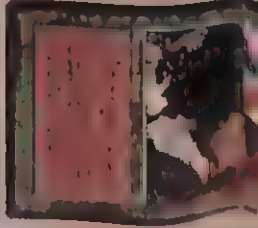
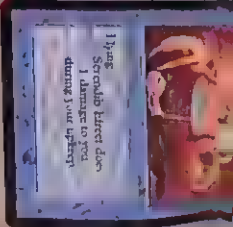
Here's our variant for *Magic*. It creates a special world setting for the battling players. Here's a step-by-step breakdown on how to play

Left to add 1 to
mana to your
pool or do 1 d.
on attacking even
after it deals on the

AV



By Michael Searle



Overview: The game is limited to *Arabian Nights* and Revised cards. The object of the game is to be the first team to reach 10 Victory Points. The Victory Points chart on page 40 tells you how to earn points.

Team Play: You can play with any amount of players (well, other than one). It probably works best with Emperor-style rules: three on three, with the Resources set to the side in plain sight of both teams. However, you can use whatever team-play rules you wish, or even try a big multiplayer chaos game.

Setup: Cards used in the setup cannot be used in player decks.

First, place all the one-point Resources in a row on the table. The two- and three-point Resources like *City in a Bottle* and *King Suleiman* should be in a separate row behind the first (see diagram on page 40).

Second, shuffle up all 18 Guardians (creatures from the Revised set—mix in weak and strong ones) and put them face up beside each Resource. One creature guards each of the Resources in the front row, and two or three guard the back-row Resources.

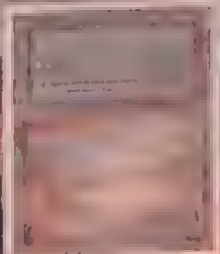
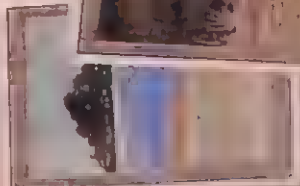
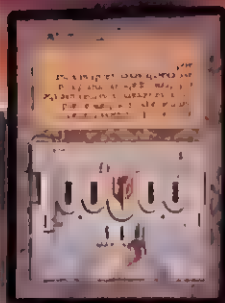
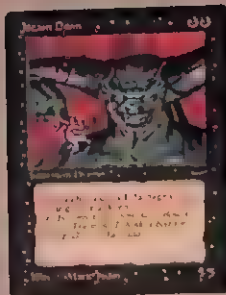
Finally, create the Treasures and Traps. The former are the remaining nine *Arabian Nights* artifacts—Jeweled Bird, an ante card, is out; you should have *Bottle of Suleiman*, *Brass Man*, *Dancing Scimitar*, *Ebony Horse*, *Flying Carpet*, *Jandor's Ring*, *Jandor's Saddlebags*, *Pyramids*, and *Sandals of Abdallah*. Then choose Traps—spells that will injure the player who uncovers them. We suggest *Oubliette*, *Desert Twister*, and *Magnetic Mountain*. Mix the Treasures and Traps together, then slip one face down under each Resource. Each will be revealed when its Resource is uncovered.

Try building player decks in different ways. Allow each player to use one of each remaining *Arabian Nights* card in her deck. Or take the leftover *Arabian Nights* cards and deal them out to the players. Fill out decks with Revised cards.

Sample Guardians: Air Elemental, Bog Wraith, Earth Elemental, Fire Elemental, Frozen Shade, Giant Spider, Juggernaut, Mahamoti Djinn, Mesa Pegasus, Savannah Lions, Scryb Sprites, Sea Serpent, Sengir Vampire, Serra Angel, Shivan Dragon, War Mammoth, Water Elemental, and White Knight.

Story: King Suleiman can destroy djinns and efreet whenever he feels like it. In order to gain King Suleiman's trust, you must sacrifice an *Arabian Nights* artifact to him—that's if you break through his Guardians and win an audience with him. If you break into the king's fortress, you can remove him from the game, though it's probably in your best interests to fork over an artifact and gain the most powerful ally in the game.

Starting the Game: Do whatever you normally do to decide who goes first and start the game.



Attacking: Basically, you have two choices: attack your opponents or attack the Resources. If you attack another team, follow your usual rules. If you attack the Resources—well, that's why we wrote this.

Victory Points

Task Completed or Resource Acquired . . . Points

Eliminating an Emperor (in Emperor games)	3
Eliminating another player (in non-Emperor games) . . .	3
Eliminating a General (in Emperor games)	2
King Suleiman	3
Aladdin's Ring	2
Ali from Cairo	2
City in a Bottle	2
Ring of Ma'ruf	2
Aladdin's Lamp	1
Bazaar of Baghdad	1
Diamond Valley	1
Island of Wak-Wak	1
Library of Alexandria	1
Old Man of the Sea	1
Sorceress Queen	1

1) Decide which player is attacking which Resource. Only one attack can be launched at the same Resource by one player or team each turn; if you want to go for two separate ones, that's fine.

2) Follow the normal combat rules for *Magic*, except that the Guardian(s) blocks *all* creatures, regardless of flying or other special abilities. In addition, your opponents (the group to your immediate left in games with more than two teams) get to distribute damage to your attackers as they choose. If the Guardian has any special abilities, your opponents also control them, using their available mana as applicable.

3) To defeat a Guardian, you must kill it in combat. If a Guardian is alive, you cannot claim its Resource. If you destroy the Guardian and some of your creatures survive the fight, then you claim the Resource and the Treasure or Trap beneath as well. So if you attacked Diamond Valley and won, the Valley would come back untapped to your playing area and could be used immediately. However, if you kill the Guardian but lose all your attackers in the battle, the Resource lies open, and can be claimed by whoever can successfully send a creature. Remember, only one attack on a Resource per turn!

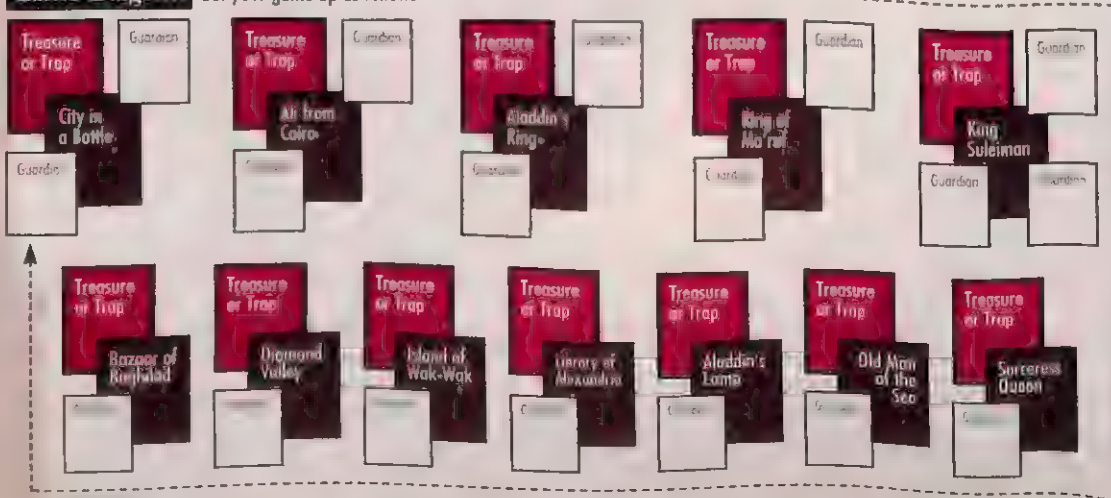
4) Beneath each Resource is a Treasure or Trap. The Treasures come straight into play on your side, just like a Resource. Should you pull a Trap, your opponents (or the group to your left in games with more than two teams) get to choose how the spell affects your team. If a Desert Twister lay in wait, your opponents would choose which card it destroyed.

5) Finally, and most importantly, all Guardians and unclaimed Resources are only considered in play during the combat phase of an attack. At all other times, they are considered out of play, and thus are unaffected by any general effects such as Earthquake, Wrath of God, or Pestilence.

Ending the Game: The game ends as soon as a team reaches 10 victory points, or all other teams are eliminated.

If you like this variation, there's lots more versions you can try. After all, why limit yourself to the *Arabian Nights* expansion? Just come up with your own story, set up the cards, and have some fun!

Game Diagram Set your game up as follows



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INQUEST

CONTEST



RAGE ON THE PAGE!

Grand Prize (One winner)

Have your werewolf appear on a card in the next *Rage* expansion set from White Wolf!

Second Prize (Twenty-four winners)

Twenty-four runners-up will walk away with a set of the forthcoming *Rage* expansion set, along with the knowledge that their werewolf was only second-best. Oh well.

Pretty neat, eh? So how do you go about getting your piece of werewolf art made into a **Rage** card? All ya gotta do is create an original, cool-looking werewolf, and boom, you're in. A couple of pointers, though. Before you wander off and get to work on your masterpiece, go look through some **Rage** cards and get a feel for the world of **Rage's** werewolves. It'll help. Second, your submissions can be in any medium (oils, crayon, line art, bloody stump, et cetera) except neon inks, glitter, and crap like that. Artwork must be no larger than eight by 11 and one-quarter inches. Do not fold, roll, or bend art work—mail flat. And lastly, all submissions are nonreturnable.

Worked up into a frenzy yet? Good. When you're done with your art, fill out the official **InQuest** entry form below, attach it to the back of your hairy friend (hey, you know what we mean!) and mail that bad boy off to:

Rage/InQuest Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

Contest Entry Form

TINY LEGAL WORDS

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, their immediate families, and the people responsible for *The Howling* II through XXIV movies. Hey, you guys wouldn't be related to the geniuses behind *Highlander 2* and *3*, would ya? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card and attach it to your outRageous werewolf art. Enter as many times as you like. Mail each entry to **Rage Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118**. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. Wizard Press and White Wolf reserve the unconditional right to print renditions of the winning entries. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Betcha were wolves get dingleberries the size of grapefruits. All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The 25 prize-winners will be chosen on August 31, 1995, by Wizard Press based on creativity and originality; the grand prize winner will be selected by White Wolf on September 11, 1995. All decisions are final. Anybody caught tracing or copying gets a kidney punch from White Wolf's Steve Winick.

For a list of winners, available after September 13, 1995, send a stamped, self-addressed envelope to **Rage Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2084**, or just keep watching **InQuest**.

This contest expires **July 31, 1995**—
so don't just sit there, **do something!**

My Name

Date of Birth

Phone # ()

Address

City

State

ZIP



Who knows what the future holds?

Tomorrow's only a few hundred cards away.

.....

This is a pretty exciting time for *Magic: The Gathering* players. We've all gotten a taste of the upcoming 300-card *Ice Age* set and we can't wait for more. *Chronicles*, which will reprint the expansion sets except for *Fallen Empires*, has everyone but Mr. Suitcase waiting at the gates. Revised is out and Fourth Edition is in. (Fourth? Hm. I thought Alpha, Beta, Unlimited, Revised, and Fourth make five. My head hurts.) On top of all that, there's at least one more expansion set coming by year's end. Everyone is wondering what the new cards will be and how they'll affect the game.

The biggest question mark in everyone's mind as this fan types away is what cards will join the mighty ranks of the discontinued. When Unlimited was left behind for the Revised set, the most powerful cards the game has seen were dropped from the payroll and went on to make tons of bucks as free agents, even if they didn't

deserve them. (I can't

believe some stores are selling Copper Tablets for \$10.)

Who will be in and who's on the way out? The No. 1 rumor is that the Serra Angel is gone. She's a flying 4/4 that doesn't tap to attack, and everyone seems to think

that Wizards of the Coast feels that's too much. People speculating that a discontinued Serra will go for big bucks are paying \$6 and more.

Other cards thought to be on the chopping block are the Bottle of Suleiman, Mahamoti Djinn, and the Shivan Dragon.

Shivans are moving up through the high teens, and people are willing to pay into the low \$20s to get one.

If, however, certain Washington whispers turn out to be true—namely, that no cards will be dropped from and that up to 100 will be added to the Fourth Edition!—all this purchasing will have been in vain in terms of investment value.

While the coming of the Fourth Edition is firing up the activity at the trading tables, the coming of *Chronicles* is actually slowing down trading of the earlier expansion sets. The summer release is still a long way away, so the strong desirability of expansion cards is making prices rise, but such cards would probably be going faster if people weren't afraid that the \$40-\$50 Mirror Universe they buy today won't be in a \$2 *Chronicles* booster pack tomorrow. Since the cards will be white-bordered, serious collectors will scoff at *Chronicles* and still seek out the original black-bordered cards, but the price of anything reprinted will almost assuredly go down.

Speaking of which, *Ice Age* will see a changing of the guard of sorts. Word of Undoing is a blue instant that costs one blue mana and unsummons any creature, returning any of your white enchantments on it to your hand. Why use the old Unsummon any more? Scaled Wurm is a green creature that costs G7 and is 7/6. That makes the Craw Wurm seem like yesterday's news. What other surprises are in store?

If you're looking for cards that will stay in high demand, try the out-of-print basics and the more powerful *Arabian Nights* and *Legends* cards.

Over the past three months, Time Walk has exploded into the spotlight as everyone's recognized the value of taking two turns in a row. Moving through the \$80-\$90 range and still climbing, this "OOP" (out of print) has risen to a par with the Moxes at least.

Speaking of Moxes, they and their cousin Black Lotus continue to dazzle the kiddies. Everyone loves to get big creatures on the first or second turn, yes? \$90 is the standard fare for a Mox, but prices go as high as \$125, and \$200 for the Lotus, since *Magic* players who have the money will do whatever it takes to get their hands on these game breakers. Owning them has become a status symbol.

The more exotic and useful cards are becoming more desirable as well. Ancestral

52 36
21 15
3000 12

1278 12
578 12
678 21
378 21
1078 51

2078 12
718 12
1178 51

By Douglas Goldstein



■ Maybe it's

not a good thing

if you can fly.

The word is out

that these two

babies are going

to be grounded.

Recall, which had ballooned up in demand much like the Time Walk, now may have leveled off and settled in the low \$60s. Ali from Cairo is a life-saving card (you can't go below 1 life with Ali in play), and protecting it with a Spectral Cloak or Jade Monolith is almost a lock. Find it just below \$60. More exotic is the Two-Headed Giant (a 4/4 trampler that can block two attackers), which you can get for \$30-\$40. He's not a game breaker, but a creature can't get more useful than that.

Other creatures that can single-handedly affect the whole game are also drawing increased attention. The Old Man of the Sea can take creatures of equal power, and he doesn't have the restrictions of a Sea Singer or Preacher. Since you can put Unholy Strengths or other such boosters on him and take bigger creatures, people will pay \$30 and more for him. Carrion Ants are nearing this price range, since you can pump them with any, yes, any kind mana.

Always remember to buy what you want for your decks, but ask if there isn't something better cheaper instead. Natural Selection is a hard-to-find OOP, which explains its \$25 price tag, but do you need it when cards like Visions and Orcish Spy are lying around for a fraction of that price?

Lots of people are trying to make specific decks and will pay to improve them. The white weenie deck isn't complete without the Thunder Spirit (2/2 flying first strike), so all the weenie-enthusiasts out there are paying over \$20 to get it. The Preacher also fills out that deck, and is moving around \$10. Since Berserk fits nicely into any creature-filled deck, it's moving past the \$20 range as well. Watch for Divine Transformation, Vesuvan Doppelganger, and Fork to move into the higher teens.

Watch out for *Illuminati* as well. This game has unlimited potential for expansion and is a lot of fun to play. Its fan following is growing, and the rare cards are starting to be worth a few bucks. The drawback is that the cards move around so much in play, it's tough to keep track of them. Will this game become 'collectible'? Let's see.

Collectibility happens to be the driving force behind *Star Trek: The Next Generation Customizable Card Game* cards. Enterprise, Picard, and Data cards are going for \$40-\$60 and higher while Worf and Riker go for \$25-\$40. Why? Well, each *Star Trek* fan has to have the stars of the show, of course, and it doesn't hurt that they're also the best cards in the game. Remember, the best indicator of whether a card will go up in dollar value is its playing value in the game.

Doug Goldstein, who is both production director and a regular columnist for InQuest, once killed a guy a prison.

10 Most-Wanted Cards



■ A kin to the Moxes, the Black Lotus not only topped out our Top 10, but it hits the retail ceiling at nearly \$200.

1. Black Lotus

No killer deck is complete without one.

2. Time Walk

Sorry, did I say I was done? Wait a sec...

3. Moxes*

Going like candy, everyone wants a set.

4. Ancestral Recall

Three more cards, in an instant; belongs in every deck.

5. Juzam Djinn

Dear god, this card is too much too fast!

6. Thunder Spirits

Everyone knows a white weenie deck kicks ass.

7. Forcefield

Lots of big, nasty creatures coming in? Who cares?

8. Berserk

Usually this ends the game when played; it's my favorite.

9. Ali From Cairo

Nope, that Channel Fireball won't be killing me just yet.

10. Serra Angel

Was she coming or going? Get her while she lasts!

* OK, so the five Moxes really make this a Top 14 list. What're you gonna do, sue us?

INQUEST

P R I C E G U I D E I N T R O

How to Use this Price Guide

Repeat after me: The following *InQuest* game card price guide is as accurate and up-to-date as we could make it.

Remember, though, that all values listed are only guides—prices may vary depending upon the local availability and popularity of a card. Before you plunge into the price guide, though, there's some other stuff you should know about it.

CARD SETS

Most card games have been printed in at least two editions. For instance, the very first *Magic: The Gathering* release is called the Alpha edition. It has a black border to indicate that a limited number were printed. The next *Magic* set, the Beta edition, was changed in many ways, but has several cards that are virtually identical to their Alpha predecessors.

But don't be fooled: an Alpha *Demonic Hordes* is more valuable than a Beta *Demonic Hordes* in the same condition, which in turn is worth more than a Revised *Demonic Hordes*. If you're confused about where one of your cards came from, match up the logo on the card with the logo by the name of each set. If there's no logo, look in the basic sets.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked.

Mint: Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint: Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as a sandwich that's been sitting in the refrigerator for three months. Poor cards sell for less than five percent of price guide listings.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

- CCommon
UUncommon
RRare

POWER RATINGS

..... The Best. These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as City of Brass, Celestial Prism, and Mana Batteries can be used to produce the appropriate color of mana.

.... Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

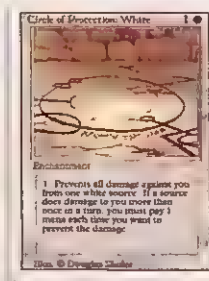
-- POOR. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

· THE WORST. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

-- INAPPLICABLE. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

LEGEND

See bottom of Price Guide page's for a complete listing of the Card Set legend.



■ Info, info, info—more than you can shake a kielbasa at. Turn the page to the champagne of price guides...

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Deathgrip BB: Counter a green spell (play as an interrupt).	EN	U	***	Anson Maddocks	BB	2.00	Blue Air Elemental Flying 4/4.	SC	U	****	Richard Thomas	UU3	3.00
Deathlace Change the color of one card being played or in play to black.	INT	R	***	Sandra Everingham	B	5.00	Ancestral Recall Target player must draw 3 cards.	INS	R	*****	Mark Poole	U	130.00
Demonic Attorney Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	**	Daniel Gelon	B	5.00	Animate Artifact Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	***	Douglas Shuler	U3	2.00
Demonic Hordes T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	****	Jesper Myrtois	BBB3	12.00	Blue Elemental Blast Counter a red spell being cast or destroys a red card in play.	INT	C	***	Richard Thomas	U	1.00
Demonic Tutor Choose one card from your library, then reshuffle your library.	SOR	U	*****	Douglas Shuler	B1	5.00	Brainseizer Target player must draw X cards.	SOR	R	****	Mark Tadin	UUX	9.00
Drain Life Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	***	Douglas Shuler	B1X	1.00	Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */.	SC	U	****	Julie Barah	U3	5.00
Drudge Skeletons B: Regenerates. 1/1.	SC	C	****	Sandra Everingham	B1	1.00	Control Magic Control target creature until enchantment is discarded or game ends.	EC	U	*****	Dameon Willich	UU2	5.00
Evil Presence Target land is now a basic swamp.	EL	U	***	Sandra Everingham	B	2.00	Copy Artifact Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	****	Any Weber	U1	7.00
Fear Only black or artifact creatures may block target creature.	EC	C	****	Mark Poole	BB	1.00							
Frozen Shade B: +1/+1 until end of turn. 1/1.	SC	C	***	Douglas Shuler	B2	1.00							
Gloom 0/1. White spells and white enchantment activation costs now require 3 extra mana.	EN	U	****	Dan Frazier	B2	2.00							
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	****	Mark Poole	BX	1.00							
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	****	Douglas Shuler	BB1	5.00							
Lich Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	**	Daniel Gelon	BBB8	95.00							
Lord of the Pit Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	***	Mark Tadin	BBB4	16.00							
Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	****	Julie Barah	BX	9.00							
Nether Shadow If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	***	Christopher Rush	BB	8.00							
Nettling Imp Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	***	Quinton Hoover	B2	4.00							
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */.	SC	R	*****	Melissa Benson	B5	19.00							
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	***	Anson Maddocks	B	1.00							
Pestilence B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	*****	Jesper Myrtois	B	1.00							
Plague Rats Power and toughness equal number of Plague Rats in play. */.	SC	C	**	Anson Maddocks	B2	1.00							
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	***	Jeff A. Menges	B	1.00							
Royal Assassin T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	*****	Tom Wästerstrand	BB1	22.00							
Sacrifice Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	L	*	Dan Frazier	B	2.00							
Scathe Zombies 7/2.	SC	C	**	Jesper Myrtois	B2	1.00							
Scavenging Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	***	Jeff A. Menges	B3	2.00							
Single Vampire Flying Gets +1/+1 counter if a creature dies in turn Vampire damaged in 4/4.	SC	U	***	Anson Maddocks	BB3	8.00							
Sinulokum Retroactively divert all damage done to you this turn to one of your creatures.	INS	U	****	Mark Poole	B1	2.00							
Sinkhole Destroy a land.	SOR	C	***	Sandra Everingham	BB	14.00							
Terror Bury target creature. Cannot target black or artifact creatures.	INS	C	****	Ron Spencer	B1	1.00							
Unholy Strength Target creature gains +2/+1.	EC	C	***	Douglas Shuler	B	1.00							
Wall of Bone B: Regenerates. 1/4.	SC	U	**	Anson Maddocks	B2	2.00							
Warp Artifact Do 1 damage to target artifact's controller during upkeep.	EA	R	***	Arny Wayne	BB	6.00							
Weakness Target creature loses 2/-1.	EC	C	***	Douglas Shuler	B	1.00							
Win-O'-The-Wisp Flying B: Regenerates. 0/1.	SC	R	*****	Jesper Myrtois	B	12.00							
Word of Command If you may do an interrupt using this as your available mana.	INS	III	*	Jesper Myrtois	BB	95.00							
Zombie Master At the end of play, gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.	SC	R	**	Jeff A. Menges	BB1	9.00							



■ For every enchantment played on him, ol' Rabad Wombat goes up +2/+2, and he doesn't tap to attack! So load him up with a whole mess of Holy Strengths, Wards, and what have you, and if your opponent tries anything sneaky like Terroring him—whammo, a Word of Undoing sends him and all the enchantments back to your hand. Eat that!

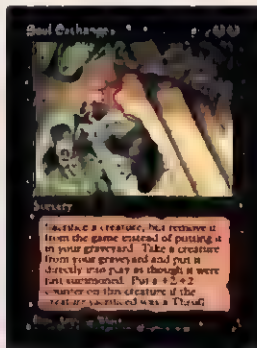
Counterspell Counter target spell as it is being cast.	INT	U	*****	Mark Poole	UU	5.00
Creature Bond If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	**	Anson Maddocks	U1	1.00
Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	****	Douglas Shuler	UU	9.00
Feedback Do 1 damage to controller of target enchantment during upkeep.	EE	U	**	Quinton Hoover	U2	1.00
Flight Target creature now has flying.	EC	C	****	Anson Maddocks	U	1.00
Invisiblity Target creature may only be blocked by walls.	EC	C	****	Anson Maddocks	UU	12.00
Jump Target creature has flying until end of turn.	INS	C	***	Mark Poole	U	1.00
Lifetap Gain 1 life whenever opponent taps a forest.	EN	U	****	Anson Maddocks	UU	2.00
Lord of Atlantis When Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1.	SC	R	***	Melissa Benson	UU1	12.00
Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	****	Dan Frazier	UU4	4.00
Mohamut Dyan Flying 5/6.	SC	R	****	Dan Frazier	UU4	4.00
Mona Short All opponent's lands are tapped. Opponent's mana pool is emptied. Opponent is not damaged by enchantment.	INS	R	****	Dameon Willich	U2	8.00
Mark of the Pearl Trident 1/1.	SC	C	**	Jeff A. Menges	U	1.00
Phantomal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	**	Mark Poole	UU	2.00
Phantomal Terrain Target land switches to any basic land type chosen by caster.	EC	C	****	Dameon Willich	U1	1.00
Phantom Monster Flying 3/3.	SC	U	****	Jesper Myrtois	UU	2.00
Pirate Ship Do 1 damage to any target. Cannot attack unless opponent's mana pool is empty. Opponent is not damaged by enchantment.	SC	R	****	Tom Wästerstrand	UU4	4.00
Power Leak Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	**	Dave Tucker	UU	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Power Sink Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	****	Richard Thomas	UX	1.00
Prodigal Sorcerer T. Do 1 damage to any target. 1/1.	SC	C	*****	Douglas Shuler	U2	1.00
Psionic Blast Do 4 damage to any target and 2 damage to you.	INS	U	****	Douglas Shuler	U2	22.00
Psychic Venom Do 2 damage to target land's controller whenever target land is tapped.	EL	C	***	Brian Snoddy	U1	1.00
Sea Serpent Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	**	Jeff A. Menges	US	1.00
Siren's Call All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	***	Anson Maddocks	U	3.00
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	R	*****	Mark Poole	U	10.00
Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	*****	Brian Snoddy	UX	1.00
Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	***	Fay Jones	U1	7.00
Steal Artifact Take control of target artifact.	EA	U	***	Amy Weber	UU2	2.00
Thoughtface Change the color of a card being played or already in play to blue.	INT	R	***	Mark Poole	U	5.00
Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	*****	Amy Weber	U1	180.00
Time Twister Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	*****	Mark Tedin	U2	130.00
Twiddle Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	*****	Rob Alexander	U	11.00
Unsummon Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	***	Douglas Shuler	U	1.00
Yesuran Doppelganger Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. 1/1.	SC	R	*****	Quinton Hoover	UU3	20.00
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	***	Douglas Shuler	UUUX	7.00
Wall of Air Flying. 1/5.	SC	U	***	Richard Thomas	UU1	2.00
Wall of Water U: +1/+0, 0/5.	SC	U	**	Richard Thomas	UU1	1.00
Water Elemental 5/4.	SC	U	**	Jeff A. Menges	UU3	3.00

GREEN

Aspect of Wolf Increase target creature's power and toughness by half the number of forests' casters has in play.	EC	R	****	Jeff A. Menges	G1	9.00
Berserk Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	*****	Dan Frazier	G	45.00
Birds of Paradise Flying. T: Add one mana of any color to your mana pool. 0/1.	SC	R	*****	Mark Poole	G	10.00
Camouflage Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	***	Jesper Myrtofs	G	12.00
Channel Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	**	Richard Thomas	GG	2.00
Cockatrice Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	*****	Dan Frazier	GG3	12.00
Craw Wurm 6/4.	SC	C	**	Daniel Galan	GG4	1.00
Elvish Archers First strike. Misprint: Alpha version listed power and toughness as 1/2 2/1.	SC	R	***	Anson Maddocks	G1	8.00
Forestbond Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	***	Mark Poole	G	6.00
Fog Creatures do not affect one another in combat.	INS	C	***	Jesper Myrtofs	G	1.00
Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 0 damage to you. 8/8.	SC	R	*****	Douglas Shuler	GGGG2	16.00
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	*****	Daniel Galan	G3	9.00
Gaea's Liege 1 Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness of creatures controlled by opponent's controller has in play. When attacking, power and toughness equal number of forests defending opponent has in play. 1/1.	SC	R	*****	Dameon Willich	GGG3	13.00
Giant Growth Target creature gets +3/+3 until end of turn.	INS	C	***	Sandra Everingham	G	1.00
Giant Spider Doesn't fly, but can block flying creatures. 2/4.	SC	C	*****	Sandra Everingham	G3	1.00
Grizzly Bears 7/2.	SC	C	***	Jeff A. Menges	G1	1.00

Hurricane Do X damage to all players and flying creatures.	SOR	U	****	Dameon Willich	GX	2.00
Ice Storm Destroy any one land.	SOR	U	***	Dan Frazier	G2	24.00
Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	****	Dameon Willich	G	2.00
Ironroot Treefolk 3/5.	SC	C	***	Jesper Myrtofs	G4	1.00
Kudzu When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	*	Mark Poole	GG1	6.00
Ley Druid T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	***	Sandra Everingham	G2	2.00



■ How's this for a neat trick: When you have too many cards but too little mana, discard a powerhouse like the *Scaled Wurm*. On your next turn, cast whatever little weenie creature you've got followed by *Soul Exchange*, swapping your 1/1 critter for the *Scaled Wurm*. Then proceed to kick butt.

Lifelore GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	****	Dameon Willich	GG	2.00
Lifelore Changes the color of one card in play to green.	INT	R	***	Amy Weber	G	5.00
Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	***	Anson Maddocks	G	6.00
Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	**	Jesper Myrtofs	G3	7.00
Llanowar Elves T Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	***	Anson Maddocks	G	1.00
Lure All creatures that can block target creature must do so.	EC	U	*****	Anson Maddocks	GG1	2.00
Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	***	Mark Poole	G	52.00
Regeneration G Target creature regenerates.	EC	C	****	Quinton Hoover	G1	1.00
Regrowth Bring a card from your graveyard into your hand.	SOR	U	*****	Dameon Willich	G1	4.00
Scrib Sprites Flying. 1/1.	SC	C	*****	Amy Weber	G	1.00
Shanodin Dryads Forestwalk. 1/1.	SC	C	****	Anson Maddocks	G	1.00
Stream of Life Target player gains X life.	SOR	C	****	Mark Poole	GX	1.00
Thicket Basilisk Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	***	Dan Frazier	GG3	5.00
Timber Wolves Bonds. 1/1.	SC	R	***	Melissa Benson	G	7.00
Tranquility Discard all enchantments in play.	SOR	C	****	Douglas Shuler	G2	1.00
Tsunami Destroy all islands in play.	SOR	U	**	Richard Thomas	G3	2.00
Verduran Enchantress Draw a card each time you cast an enchantment. 0/2.	SC	R	**	Kay Brackschmidt	GG1	9.00
Wall of Brambles G Regenerates. 2/3.	SC	U	***	Anson Maddocks	G2	2.00
Wall of Ice 0/7.	SC	U	***	Richard Thomas	G2	2.00
Wall of Wood 0/3.	SC	C	**	Mark Tedin	G	1.00
Wonderlust Do 1 damage to controller of target creature during upkeep.	EC	U	***	Cornelius Brudi	G2	2.00
War Mammoth Trample. 3/3.	SC	C	****	Jeff A. Menges	G3	1.00

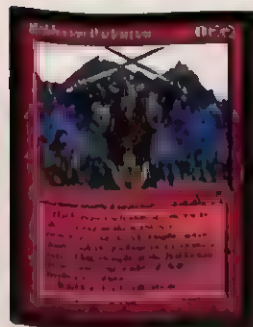
Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Web Target creature gains +0/+2 and may block flying creatures.	EC	R	****	Rob Alexander	G	7.00
Wild Growth Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	***	Mark Poole	G	1.00

RED

Burrowing Target creature gains mountainwalk.	EC	C	***	Mark Poole	R	2.00
Chaoslake Changes the color of a card being played or in play to red.	INT	R	***	Dameon Willich	R	5.00
Disintegrate Do X damage to a target. If target dies this turn, it is removed from game.	SDM	C	****	Anson Maddocks	RX	1.00
Dragon Whelp Flying, R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	****	Amy Weber	RR2	5.00
Dwarven Demolition Team T: Destroy a wall.	SC	U	***	Kev Brookschiemdt	R2	13.00
Dwarven Warriors T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	****	Douglas Shuler	R2	1.00
Earth Elemental 4/5.	SC	U	***	Don Frazier	RR3	4.00
Earthbind Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	***	Quinton Hoover	R	1.00
Earthquake Do X damage to all players and non-flying creatures in play.	SOR	R	***	Don Frazier	RX	8.00
False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	****	Anson Maddocks	R	8.00
Fire Elemental 5/4.	SC	U	***	Melissa Benson	RR3	3.00
Fireball Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	****	Mark Tadin	RX	1.00
Firebreathing R: +1/+0.	EC	C	****	Don Frazier	R	1.00
Flashfires Destroy all plains in play.	SOR	U	****	Dameon Willich	R3	2.00
Fark Duplicate a sorcery or instantly just cast. Fark's color remains red and Fark's caster may choose its target.	INT	R	****	Amy Weber	RR	24.00
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	***	And. Rusu	R	2.00
Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	***	Jesper Myrfors	RR1	13.00
Gromite Gargoyles Flying, R: +0/+1. 2/2.	SC	R	***	Christopher Rush	R2	9.00
Gray Ogre 2/2.	SC	C	**	Don Frazier	R2	1.00



Don't completely load up your deck with giant monsters like the *Craw Worm* and *Shivan Dragon*. Some light- and middleweight creatures should ensure your protection until your big guns come out. Pound for pound, the *Barbarians* have one of the best power/cost ratios in *Magic*!

Hill Giant 3/3	SC	C	**	Don Frazier	R3	1.00
Hurlstone Minotaur 2/3	SC	C	**	Anson Maddocks	RR1	1.00
Ironclaw Ores May only block creatures of power equaling 1 or less. 2/2.	SC	C	**	Anson Maddocks	R1	6.00
Keldan Warlord Power and toughness equal number of non-wall creatures in play on your side including Warlord.	SC	U	**	Kev Brookschiemdt	RR2	5.00
Lightning Bolt Do 3 damage to one target.	INS	C	****	Christopher Rush	R	1.00
Mana Flare T: Produce an extra mana of its normal type whenever 1 is tapped for mana.	EN	R	****	Christopher Rush	R2	9.00
Manabarb Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	**	Christopher Rush	R3	7.00
Mossy Goblin Raiders 1/1	SC	C	**	Jeff A. Menges	R	1.00

Orish Artillery T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	***	Anson Maddocks	RR1	4.00
Orish Drillblame All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	***	Don Frazier	R1	5.00
Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	****	Douglas Shuler	RR	6.00
Raging River When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	***	Sandra Everingham	RR	70.00
Red Elemental Blast Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	****	Richard Thomas	R	1.00
Roc of Kher Ridges Flying. 3/3.	SC	R	****	Andi Rusu	R3	8.00
Rock Hydra Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	***	Jeff A. Menges	RRX	13.00
Sedge Troll B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.	SC	R	***	Don Frazier	R2	8.00
Shatter Destroy target artifact.	INS	C	****	Amy Weber	R1	1.00
Shivan Dragon Flying, R: +1/+0. 5/5.	SC	R	****	Melissa Benson	RR4	30.00
Smoke Each player may only untap one creature during untap phase.	EN	R	**	Jesper Myrfors	RR	7.00
Stone Giant T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.	SC	U	***	Dameon Willich	RR2	2.00
Stone Rain Destroy any one land.	SOR	C	***	Daniel Gelon	R2	1.00
Tunnel Bury one wall.	SOR	U	**	Don Frazier	R	1.00
Two-Headed Giant of Foies Trample. May block two creatures in combat. 4/4.	SC	R	****	Anson Maddocks	R4	80.00
Uthden Troll R: Regenerates. 2/2.	SC	U	****	Douglas Shuler	R2	4.00
Wall of Fire R: +1/+0. 0/5.	SC	U	***	Richard Thomas	RR1	2.00
Wall of Stone 0/8	SC	U	***	Don Frazier	RR1	2.00
Wheel of Fortune All players must discard their hands and draw seven new cards.	SOR	R	****	Daniel Gelon	R2	9.00

WOTMINE

Animate Wall Target wall may now attack.	EC	R	**	Don Frazier	W	6.00
Armageddon Destroy all lands in play.	SOR	R	****	Jesper Myrfors	W1	9.00
Balance All players must discard enough lands: cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.	SOR	R	****	Mark Poole	W1	9.00
Benelish Hero Bands. 1/1.	SC	C	***	Douglas Shuler	W	1.00
Black Ward Target creature gains protection from black.	EC	U	****	Don Frazier	W	1.00
Blaze of Glory Target creature must block all creatures that it is legally, eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.	INS	R	***	Richard Thomas	W	42.00
Blessing W: +1/+1	EC	R	****	Julie Banah	WW	9.00
Blue Ward Target creature gains protection from blue.	EC	U	****	Don Frazier	W	1.00
Castle Your untapped creatures gain +0/+2. Attacking creatures don't get hit twice.	EN	U	***	Dameon Willich	W3	4.00
Circle of Protection: Blue 1: Prevent all damage to you from one blue source.	EN	C	****	Dameon Willich	W1	1.00
Circle of Protection: Green 1: Prevent all damage to you from one green source.	EN	C	****	Sandra Everingham	W1	1.00
Circle of Protection: Red 1: Prevent all damage to you from one red source.	EN	C	****	Mark Tadin	W1	1.00
Circle of Protection: White 1: Prevent all damage to you from one white source.	EN	C	****	Douglas Shuler	W1	1.00
Consecrate Land Target land is immune from all effects that would destroy it.	EL	U	****	Jeff A. Menges	W	19.00
Conversion All mountains are considered basic plains. Pay WW during upkeep.	EN	U	****	Jesper Myrfors	WW2	4.00
Crusade All white creatures gain +1/+1.	EN	R	****	Mark Poole	WW	10.00
Death Ward Regenerates target creature.	INS	C	****	Mark Poole	W	1.00

• Blocked: Blocked	ART: Artifact	EC: Enchant Creature	EL: Enchant Land	EW: Enchant World	INT: Instant	SC: Sorcery Creature
• ART: Enchant	EA: Enchant Artifact	EE: Enchant Enchantment	EN: Enchantment	ENX: Enchant	UA: Aura	SW: Summon Creature

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Disenchant Destroy target enchantment or artifact.	INS	C	*****	Amy Weber	W1	1.00
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	•	Mark Poole	WWW	6.00
Green Ward Target creature gains protection from green.	EC	U	***	Dan Frazier	W	1.00
Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	***	Anson Maddocks	WX	1.00
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	Dan Frazier	W	1.00
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	***	Melissa Benson	W	1.00
Holy Strength Target creature gains +1/+2.	EC	C	***	Anson Maddocks	W	1.00
Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	**	Mark Poole	W1	7.00
Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	*****	Richard Thomas	WW2	2.00
Lance Target creature gains first strike.	EC	U	***	Rob Alexander	W	2.00
Mesa Pegasus Flying, bands. 1/1.	SC	C	****	Melissa Benson	W1	1.00
Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	****	Douglas Shuler	WW2	14.00



■ This one's a riot. The Juggernaut is a huge critter that can blast away for five points, and it can't be blocked by walls. Invisibility makes your creature, well, invisible, meaning he can only be blocked by walls. Get it? It's an unblockable Juggernaut, by jove! Somebody call 911!

Pearl Unicorn 2/2.	SC	C	**	Gornelius Brudi	W2	1.00
Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss).	SC	II	***	Key Brooks/Smith	WW3	11.00
Purelocke Change the color of one card being played or in play to white.	INT	R	***	Sandra Everingham	W	5.00
Red Ward Target creature gains protection from red.	EC	U	***	Dan Frazier	W	1.00
Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOP	U	****	Dameon Wilch	WW2	2.00
Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	****	Dameon Wilch	WW1	9.00
Righteousness Target defending creature gets +1/+2 until end of turn.	INS	R	****	Douglas Shuler	W	9.00
Samite Healer Prevent 1 damage to any target. 1/1.	SC	C	***	Tom Wästerstrand	W1	1.00
Savannah Lions 2, 1.	SC	R	***	Daniel Gelon	W	8.00
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	*****	Douglas Shuler	WW3	10.00
Swords to Plowshares Permanently remove creature from game. Creature's controller gains life points equal to its power.	INS	U	*****	Jeff A. Menges	W	3.00
Veteran Bodyguard Damage dealt to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	****	Douglas Shuler	WW3	11.00
Wall of Swords Flying. 3/5.	SC	U	****	Mark Tedin	W3	4.00
White Knight Protection from black, first strike. 2/2.	SC	U	****	Daniel Gelon	WW	4.00
White Ward Target creature gains protection from white.	EC	U	***	Dan Frazier	W	1.00
Writh of God Bury all creatures in play.	INS	R	****	Quasim Hovey	WW2	10.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Badlands T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	****	Rob Alexander		12.00
Bayou T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	****	Jesper Myrfort		12.00
Forest T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Christopher Rush		0.50
Island T: Add U to your mana pool. Four versions.	LAN	R	—	Mark Poole		0.70
Island T: Add U to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Mark Poole		0.50
Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Douglas Shuler		0.50
Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Jesper Myrfort		0.50
Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	****	Drew Tucker		13.00
Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	****	Rob Alexander		12.00
Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	****	Jesper Myrfort		12.00
Swamp T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Dan Frazier		0.50
Taiga T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	****	Rob Alexander		12.00
Tropical Island T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	****	Jesper Myrfort		12.00
Tundra T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	****	Jesper Myrfort		12.00
Underground Sea T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	****	Rob Alexander		12.00

BETA

Booster Pack	\$60.00
Booster Box	\$2,200.00
Full Beta Set (302)	\$2,000.00

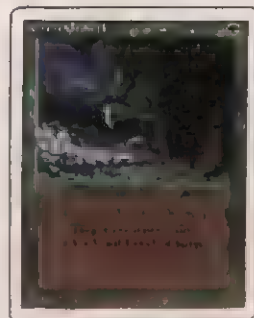
Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	**	Amy Weber	2	ALPHA	5.00
Basil Monolith	ART	U	***	Jesper Myrfort	3	ALPHA	1.50
Black Lotus	ART	R	*****	Christopher Rush	0	ALPHA	200.00
Black Vise	ART	U	****	Richard Thomas	1	ALPHA	3.00
Celestial Prism	ART	U	****	Amy Weber	3	ALPHA	1.50
Chaos Orb	ART	R	****	Mark Tedin	2	ALPHA	90.00
Clockwork Beast	AC	R	***	Drew Tucker	6	ALPHA	6.00
Conservator	ART	U	***	Amy Weber	4	ALPHA	1.00
Copper Tablet	ART	U	**	Amy Weber	2	ALPHA	9.00
Crystal Rod	ART	U	**	Amy Weber	1	ALPHA	1.00
Cyclopean Tomb	ART	R	***	Anson Maddocks	4	ALPHA	70.00
Dingus Egg	ART	R	**	Dan Frazier	4	ALPHA	6.00
Disrupting Scepter	ART	R	***	Dan Frazier	3	ALPHA	5.50
Forcefield	ART	R	****	Dan Frazier	3	ALPHA	100.00
Gummet of Might	ART	R	****	Christopher Rush	4	ALPHA	110.00
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.50
Helm of Chazkuk	ART	R	***	Mark Tedin	1	ALPHA	3.50
Have Thee	ART	R	***	Sandra Everingham	5	ALPHA	7.50
Howling Mine	ART	R	***	Mark Poole	2	ALPHA	9.00
Icy Manipulator	ART	U	****	Douglas Shuler	4	ALPHA	85.00
Musonyari Mask	ART	R	***	Amy Weber	2	ALPHA	60.00
Iron Star	ART	U	**	Dan Frazier	1	ALPHA	1.00
Ivory Cup	ART	U	**	Anson Maddocks	1	ALPHA	1.00
Jade Monolith	ART	R	***	Anson Maddocks	4	ALPHA	3.50
Jade Statue	ART	U	****	Dan Frazier	4	ALPHA	14.00
Jayemdae Tome	ART	R	***	Mark Tedin	4	ALPHA	5.50
Juggernaut	AC	U	****	Dan Frazier	4	ALPHA	3.50
Kormogor	AC	U	***	Christopher Rush	4	ALPHA	4.50
Library of Leng	ART	U	***	Dameon Wilch	1	ALPHA	1.50
Lining Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.50
Mana Vault	ART	R	****	Mark Tedin	1	ALPHA	5.00
Meekstone	ART	R	****	Quasim Hovey	1	ALPHA	6.00
Max Emerald	ART	R	****	Dan Frazier	0	ALPHA	130.00
Max Jet	ART	R	****	Dan Frazier	0	ALPHA	130.00
Max Pearl	ART	R	****	Dan Frazier	0	ALPHA	90.00
Max Ruby	ART	R	****	Dan Frazier	0	ALPHA	90.00
Max Sapphire	ART	R	****	Dan Frazier	0	ALPHA	130.00
Neumyrall's Disk	ART	R	****	Mark Tedin	4	ALPHA	6.00
Obsidian Golem	AC	U	***	Jesper Myrfort	6	ALPHA	1.50
Rod of Run	ART	U	***	Christopher Rush	4	ALPHA	1.50
Sol Ring	ART	U	***	Mark Tedin	1	ALPHA	3.50
Soul Net	ART	U	**	Dameon Wilch	1	ALPHA	1.50
Sunglasses of Urza	ART	R	****	Dan Frazier	3	ALPHA	5.50
Throne of Bone	ART	R	***	Anson Maddocks	1	ALPHA	5.00
Time Vault	ART	R	***	Mark Tedin	2	ALPHA	55.00
Wintail Orb	ART	R	***	Mark Tedin	2	ALPHA	6.00
Wooden Sphere	ART	U	**	Mark Tedin	1	ALPHA	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
BLACK															
Animate Dead	EC	U	***	Anson Maddocks	B1	ALPHA	1.50	Thoughtlace	INT	R	***	Mark Poole	U	ALPHA	3.50
Bad Moon	EN	R	***	Jesper Myrfores	B1	ALPHA	9.00	• Time Walk	SOR	R	***	• Amy Weber	U1	ALPHA	135.00
Black Knight	SC	U	***	Jeff A. Menges	B8	ALPHA	3.50	• Timewalker	SOR	R	***	Mark Tadin	U2	ALPHA	100.00
Bag Wraith	SC	U	***	Jeff A. Menges	B3	ALPHA	2.50	Twiddle	INS	C	***	Rob Alexander	U	ALPHA	9.00
• Contract from Below	SOR	R	***	Douglas Shuler	B	ALPHA	3.50	Unsummon	INS	C	***	Douglas Shuler	U	ALPHA	1.00
Cursed Land	EL	U	***	Jesper Myrfores	BB2	ALPHA	1.00	Vesuvan Doppelganger	SC	R	***	Quinton Hoover	UU3	ALPHA	16.50
Dark Ritual	INT	C	***	Anson Maddocks	B	ALPHA	1.00	Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	ALPHA	5.00
• Darkpact	SOR	R	***	Quinton Hoover	BB8	ALPHA	3.00	Wall of Air	SC	U	***	Richard Thomas	UU1	ALPHA	1.50
Deathgrip	EN	U	***	Anson Maddocks	BB	ALPHA	1.50	Wall of Water	SC	U	***	Richard Thomas	UU1	ALPHA	1.00
Deathlace	INT	R	***	Sandra Everingham	B	ALPHA	3.50	Water Elemental	SC	U	***	Jeff A. Menges	UU3	ALPHA	2.50
• Demoniac Attorney	SOR	R	***	Daniel Gelon	B	ALPHA	4.00	GREEN							
Demonic Hordes	SC	R	***	Jesper Myrfores	BBB3	ALPHA	10.00	Aspect of Wolf	EC	R	***	Jeff A. Menges	G1	ALPHA	7.50
• Demoniac Tutor	SOR	U	***	Douglas Shuler	B1	ALPHA	3.50	• Berserk	INS	U	***	Dan Frazier	G	ALPHA	32.00
Drain Life	SOR	C	***	Douglas Shuler	B1X	ALPHA	1.00	Birds of Paradise	SC	R	***	Mark Poole	G	ALPHA	8.00
Drudge Skeletons	SC	C	***	Sandra Everingham	B1	ALPHA	1.00	Camouflage	INS	U	***	Jesper Myrfores	G	ALPHA	9.50
Evil Presence	EL	U	***	Sandra Everingham	B	ALPHA	1.50	• Channel	SOR	U	***	Richard Thomas	GG	ALPHA	1.50
Fear	EC	C	***	Mark Poole	BB	ALPHA	1.00	Cockatrice	SC	R	***	Dan Frazier	GG3	ALPHA	10.00
Frozen Shade	SC	C	***	Douglas Shuler	B2	ALPHA	1.00	Crow Worm	SC	C	***	Daniel Gelon	GG4	ALPHA	1.00
Gloom	EN	U	***	Dan Frazier	B2	ALPHA	1.50	Elvish Archers	SC	R	***	Anson Maddocks	G1	ALPHA	6.00
Howl from Beyond	INS	C	***	Mark Poole	BX	ALPHA	1.00	Fansblade	EN	R	***	Mark Poole	G	ALPHA	5.00
Hypnotic Specter	SC	U	***	Douglas Shuler	BB1	ALPHA	3.50	Fog	INS	C	***	Jesper Myrfores	G	ALPHA	1.00
Lich	EN	R	***	Daniel Gelon	BBB8	ALPHA	70.00	Force of Nature	SC	R	***	Douglas Shuler	GGGG2	ALPHA	12.00
Lord of the Pit	SC	R	***	Mark Tadin	BBB4	ALPHA	12.00	Fungusaur	SC	R	***	Daniel Gelon	G3	ALPHA	6.50
• Mind Twist	SOR	R	***	Julie Borah	BX	ALPHA	7.50	Gaea's Liege	SC	R	***	Dameon Willich	GGG3	ALPHA	10.00
Neither Shadow	SC	U	***	Christopher Rush	BB	ALPHA	6.50	Giant Growth	INS	C	***	Sandra Everingham	G	ALPHA	1.00
Nettling Imp	SC	U	***	Quinton Hoover	B2	ALPHA	3.50	Giant Spider	SC	C	***	Sandra Everingham	G3	ALPHA	1.00
Nightmare	SC	R	***	Melissa Benson	B5	ALPHA	15.00	Grizzly Bears	SC	C	***	Jeff A. Menges	G1	ALPHA	1.00
Paralyze	EC	C	***	Anson Maddocks	B	ALPHA	1.00	Hurricane	SOR	U	***	Dameon Willich	GX	ALPHA	1.50
Pestilence	EN	C	***	Jesper Myrfores	B	ALPHA	1.00	Ice Storm	SOR	U	***	Dan Frazier	G2	ALPHA	18.00
Plague Rats	SC	C	***	Anson Maddocks	B2	ALPHA	1.00	Instill Energy	EC	U	***	Dameon Willich	G	ALPHA	1.50
Raise Dead	SOR	C	***	Jeff A. Menges	B	ALPHA	1.00	Ironroot Treefolk	SC	C	***	Jesper Myrfores	G4	ALPHA	1.00
Royal Assassin	SC	R	***	Tom Wänerstrand	BB1	ALPHA	17.50	Kudzu	EL	U	***	Mark Poole	GG1	ALPHA	4.00
Sacrifice	INT	U	***	Dan Frazier	B	ALPHA	1.50	Lay Druid	SC	U	***	Sandra Everingham	G2	ALPHA	1.50
Scathe Zombies	SC	C	***	Jesper Myrfores	B2	ALPHA	1.00	Lifelace	EN	U	***	Dameon Willich	GG	ALPHA	1.50
Scavenging Ghoul	SC	U	***	Jeff A. Menges	B3	ALPHA	1.50	Lifelace	INT	R	***	Amy Weber	G	ALPHA	3.50
Sengir Vampire	SC	U	***	Anson Maddocks	BB3	ALPHA	6.00	Living Artifact	EA	R	***	Anson Maddocks	G	ALPHA	5.00
Simulacrum	INS	U	***	Mark Poole	B1	ALPHA	1.50	Living Lands	EN	R	***	Jesper Myrfores	G3	ALPHA	5.00
Sinkhole	SOR	C	***	Sandra Everingham	BB	ALPHA	11.00	Llanowar Elves	SC	C	***	Anson Maddocks	G	ALPHA	1.00
Terror	INS	C	***	Ron Spencer	B1	ALPHA	1.00	Lure	EC	U	***	Anson Maddocks	GG1	ALPHA	1.50
Unholy Strength	EC	C	***	Douglas Shuler	B	ALPHA	1.00	Natural Selection	INS	R	***	Mark Poole	G	ALPHA	40.00
Wall of Bone	SC	U	***	Anson Maddocks	B2	ALPHA	1.50	Regeneration	EC	C	***	Quinton Hoover	G1	ALPHA	1.00
Warp Artifact	EA	R	***	Amy Weber	BB	ALPHA	4.00	• Regrowth	SOR	U	***	Dameon Willich	G1	ALPHA	3.50
Weakness	EC	C	***	Douglas Shuler	B	ALPHA	1.00	Scrib Sprites	SC	C	***	Amy Weber	G	ALPHA	1.00
With O' The Wisp	SC	R	***	Jesper Myrfores	B	ALPHA	10.00	Shanodin Dryads	SC	C	***	Anson Maddocks	G	ALPHA	1.00
Word of Command	INS	R	***	Jesper Myrfores	BB	ALPHA	70.00	Stream of Life	SOR	C	***	Mark Poole	GX	ALPHA	1.00
Zombie Master	SC	R	***	Jeff A. Menges	BB1	ALPHA	7.00	Thicket Basilisk	SC	U	***	Dan Frazier	GG3	ALPHA	3.50

BLUE															
Air Elemental	SC	U	***	Richard Thomas	UU3	ALPHA	2.50	Wall of Brambles	SC	U	***	Anson Maddocks	G	ALPHA	1.50
• Ancestral Recall	INS	R	***	Mark Poole	U	ALPHA	95.00	Wall of Ice	SC	U	***	Anson Maddocks	G	ALPHA	1.50
Animate Artifact	EA	U	***	Douglas Shuler	U3	ALPHA	1.50	Wall of Wood	SC	C	***	Mark Poole	G	ALPHA	1.50
Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	1.00	Wanderlust	EL	C	***	Mark Poole	G	ALPHA	1.50
• Brainseizer	SOR	R	***	Mark Tadin	UUUX	ALPHA	7.00	War Mammoth	SC	C	***	Anson Maddocks	G	ALPHA	1.50
Clone	SC	U	***	Julie Borah	U3	ALPHA	3.50	Web	EC	R	***	Mark Poole	G	ALPHA	1.50
Control Magic	EC	U	***	Dameon Willich	UU2	ALPHA	3.50	Wild Growth	EL	C	***	Mark Poole	G	ALPHA	1.50
• Copy Artifact	EN	R	***	Amy Weber	U1	ALPHA	5.50	RED							
Counterspell	INT	U	***	Mark Poole	U	ALPHA	4.00	Burrowing	EC	C	***	Mark Poole	G	ALPHA	1.50
Creature Bond	EC	C	***	Anson Maddocks	U1	ALPHA	1.00	Chaosclaw	INT	R	***	Dameon Willich	R	ALPHA	1.50
Drain Power	SOR	R	***	Douglas Shuler	UU	ALPHA	6.50	Disintegrate	SOR	C	***	Anson Maddocks	RX	ALPHA	1.50
Feedback	EC	U	***	Quinton Hoover	U2	ALPHA	1.00	Dragon Whelp	SC	U	***	Amy Weber	RR	ALPHA	1.50
Flight	EC	C	***	Anson Maddocks	U	ALPHA	1.00								
Invisibility	EC	C	***	Anson Maddocks	UU	ALPHA	9.00								
Jump	INS	C	***	Mark Poole	U	ALPHA	1.00								
Lifelap	EN	U	***	Anson Maddocks	UU	ALPHA	1.50								
Lord of Atlantis	SC	R	***	Melissa Benson	U	ALPHA	10.00								
Magical Hack	INT	R	***	Julie Borah	U	ALPHA	8.50								
Mohamud Dinn	SC	R	***	Dan Frazier	UU4	ALPHA	11.50								
Mono Short	INS	C	***	Dameon Willich	U2	ALPHA	6.50								
Merfolk of the Pearl Trident	SC	C	***	Jeff A. Menges	U	ALPHA	1.00								
Phantasmal Forces	SC	U	***	Mark Poole	U3	ALPHA	1.50								
Phantasmal Terrain	EL	C	***	Dameon Willich	UU	ALPHA	1.00								
Phantom Horse	SC	U	***	Jesper Myrfores	U3	ALPHA	1.50								
Pirate Ship	SC	R	***	Tom Wänerstrand	UU4	ALPHA	6.50								
Power Leak	EC	C	***	Dan Frazier	U1	ALPHA	1.00								
Power Sink	INT	C	***	Richard Thomas	UU	ALPHA	1.00								
Prodige Sorcerer	SC	C	***	Douglas Shuler	U2	ALPHA	1.00								
Pvonic Blast	INS	C	***	Douglas Shuler	U2	ALPHA	1.50								
Psychic Venom	EL	C	***	Brian Snoddy	U1	ALPHA	1.00								
See a Serpent	SC	C	***	Jeff A. Menges	U5	ALPHA	1.00								
Siren's Call	INS	U	***	Anson Maddocks	U	ALPHA	2.50								
Sleight of Mind	INT	C	***	Mark Poole	U	ALPHA	8.00								
Spell Blast	INT	R	***	Brian Snoddy	UU	ALPHA	1.00								
Status	EN	R	***	Fay Jones	U1	ALPHA	6.00								
Steal Artifact	EA	U	***	Amy Weber	UU2	ALPHA	1.50								



your opponent's Seraph

• Restricted/Forbidden EA Enchant Artifact EC Enchant Creature EL Enchant Land EN Enchantment EW Enchant World INT Intangible UAH one UAH one

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Dwarven Demolition Team	SC	U	***	Kev Brockschmidt	R2	ALPHA	10.00
Dwarven Warriors	SC	C	****	Douglas Shuler	R2	ALPHA	1.00
Earth Elemental	SC	U	***	Don Frazier	RR3	ALPHA	3.50
Earthbind	EC	C	***	Quinton Hoover	R	ALPHA	1.00
Earthquake	SOR	R	***	Don Frazier	RX	ALPHA	6.00
False Orders	INS	C	****	Anson Maddocks	R	ALPHA	6.00
Fire Elemental	SC	U	***	Melissa Benson	RR3	ALPHA	2.50
Fireball	SOR	C	***	Mark Tadin	RX	ALPHA	1.00
Firebreathing	EC	C	****	Don Frazier	R	ALPHA	1.00
Flashfires	SOR	U	****	Dameon Willich	R3	ALPHA	1.50
Fork	INT	R	****	Amy Weber	RR	ALPHA	20.00
Goblin Balloon Brigade	SC	U	***	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	***	Jesper Myrforts	RR1	ALPHA	11.00
Granite Gargoyle	SC	R	***	Christopher Rush	R2	ALPHA	6.50
Gray Ogre	SC	C	***	Don Frazier	R2	ALPHA	1.00
Hill Giant	SC	C	***	Don Frazier	R3	ALPHA	1.00
Hurlloon Minotaur	SC	C	***	Anson Maddocks	RR1	ALPHA	1.00
Ironclaw Orcs	SC	C	***	Anson Maddocks	R1	ALPHA	4.50
Keldon Warlord	SC	U	***	Kev Brockschmidt	RR2	ALPHA	3.50
Lightning Bolt	INS	C	****	Christopher Rush	R	ALPHA	1.00
Mana Flare	EN	R	****	Christopher Rush	R2	ALPHA	7.50



■ Did someone just make an Earthquake or Hurricane big enough to take down your creatures? Hey, no problem. Just *Blood of the Martyr* all the damage to yourself, then come out of the whole mess scott-free by activating your *COP: White*.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Conversion	EN	U	****	Jesper Myrforts	WW2	ALPHA	3.50
Crusade	EN	R	****	Mark Poole	WW	ALPHA	8.00
Death Ward	INS	C	****	Mark Poole	W	ALPHA	1.00
Disenchant	INS	C	****	Amy Weber	W1	ALPHA	1.00
Farmland	EL	C	***	Mark Poole	WWW	ALPHA	5.00
Green Ward	EC	U	***	Don Frazier	W	ALPHA	1.00
Guardian Angel	INS	C	***	Anson Maddocks	WX	ALPHA	1.00
Healing Salve	INS	C	***	Don Frazier	W	ALPHA	1.00
Holy Armor	EC	C	***	Melissa Benson	W	ALPHA	1.00
Holy Strength	EC	C	***	Anson Maddocks	W	ALPHA	1.00
Island Sanctuary	EN	U	***	Mark Poole	W1	ALPHA	6.00
Karma	EN	R	****	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	***	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	****	Melissa Benson	W1	ALPHA	1.00
Northern Paladin	SC	R	****	Douglas Shuler	WW2	ALPHA	10.50
Pearled Unicorn	SC	C	***	Comelius Brudi	W2	ALPHA	1.00
Personal Incarnation	SC	R	***	Kev Brockschmidt	WWW3	ALPHA	9.00
Purelace	INT	R	***	Sandra Everingham	W	ALPHA	3.50
Red Ward	EC	U	***	Don Frazier	W	ALPHA	1.00
Resurrection	SOR	U	****	Dameon Willich	WW2	ALPHA	1.50
Reverse Damage	INS	R	****	Dameon Willich	WW1	ALPHA	7.50
Righteousness	INS	R	****	Douglas Shuler	W	ALPHA	7.50
Samite Healer	SC	C	***	Tom Wänerstrand	W1	ALPHA	1.00
Savannah Lions	SC	R	***	Daniel Gelon	W	ALPHA	6.00
Serra Angel	SC	U	****	Douglas Shuler	WW3	ALPHA	8.50
Swords to Plowshares	INS	U	****	Jeff A. Menges	W	ALPHA	2.50
Veteran Bodyguard	SC	R	****	Douglas Shuler	WW3	ALPHA	9.50
Wall of Swords	SC	U	****	Mark Tadin	W3	ALPHA	3.50
White Knight	SC	U	****	Daniel Gelon	WW	ALPHA	3.50
White Ward	EC	U	***	Don Frazier	W	ALPHA	1.00
Wrath of God	INS	R	****	Quinton Hoover	WW2	ALPHA	7.50

LANDS

Badlands	LAN	R	****	Rob Alexander	ALPHA	10.00
Bayou	LAN	R	****	Jasper Myrforts	ALPHA	10.00
Forest	LAN	C	---	Christopher Rush	ALPHA	.30
Island	LAN	R	---	Mark Poole	ALPHA	.40
Island	LAN	C	---	Mark Poole	ALPHA	.30
Mountain	LAN	C	---	Douglas Shuler	ALPHA	.30
Plains	LAN	C	---	Jesper Myrforts	ALPHA	.30
Plateau	LAN	R	****	Drew Tucker	ALPHA	10.50
Savannah	LAN	R	****	Rob Alexander	ALPHA	10.00
Scrubland	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Swamp	LAN	C	---	Dan Frazier	ALPHA	.30
Taiga	LAN	R	****	Rob Alexander	ALPHA	10.00
Tropical Island	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Tundra	LAN	R	****	Jesper Myrforts	ALPHA	10.00
Underground Sea	LAN	R	****	Rob Alexander	ALPHA	10.00
Volcanic Island	LAN	R	****	Brian Snoddy	BETA	10.00

T. Add either U or R to your mana pool. Treat as both an Island and a Mountain.

UNLIMITED EDITION

Booster Pack	\$40.00
Booster Box	\$1,500.00
Full Set (302)	\$1,300.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	***	Amy Weber	2	ALPHA	4.00
Basalt Monolith	ART	U	***	Jesper Myrforts	3	ALPHA	1.50
Black Lotus	ART	R	****	Christopher Rush	0	ALPHA	175.00
Black Vise	ART	U	***	Richard Thomas	1	ALPHA	2.50
Celestial Prism	ART	U	****	Amy Weber	3	ALPHA	1.50
Chaos Orb	ART	R	****	Mark Tadin	2	ALPHA	55.00
Clockwork Beast	AC	R	***	Drew Tucker	6	ALPHA	4.50
Conservator	ART	U	***	Amy Weber	4	ALPHA	1.50
Copper Tablet	ART	U	***	Amy Weber	2	ALPHA	5.50
Crystal Rod	ART	U	***	Amy Weber	1	ALPHA	1.50
Cyclopean Tomb	ART	R	***	Anson Maddocks	4	ALPHA	45.00
Dingus Egg	ART	R	***	Don Frazier	4	ALPHA	5.00
Disrupting Scepter	ART	R	***	Don Frazier	3	ALPHA	5.00
Forcefield	ART	R	****	Don Frazier	3	ALPHA	70.00
Gauntlet of Might	ART	R	****	Christopher Rush	4	ALPHA	25.00
Gloams of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.50
Helm of Chutzak	ART	R	***	Mark Tadin	1	ALPHA	3.50
Hive, The	ART	R	****	Sandra Everingham	5	ALPHA	6.00
Howling Mine	ART	R	****	Mark Poole	2	ALPHA	7.50
Icy Manipulator	ART	U	****	Douglas Shuler	4	ALPHA	50.00
Illusionary Mask	ART	R	****	Amy Weber	2	ALPHA	37.50
Iron Star	ART	U	***	Don Frazier	1	ALPHA	1.50
Ivory Cup	ART	U	***	Anson Maddocks	1	ALPHA	1.50
Jade Monolith	ART	R	***	Anson Maddocks	4	ALPHA	3.00
Jade Statue	ART	U	****	Don Frazier	4	ALPHA	9.00
Jayemda's Tome	ART	R	****	Mark Tadin	4	ALPHA	4.50
Juggernaut	AC	U	***	Don Frazier	4	ALPHA	2.50
Kormus Bell	ART	R	****	Christopher Rush	4	ALPHA	4.00
Library of Leng	ART	U	***	Daniel Gelon	1	ALPHA	1.50

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Stream of Life	SOR	C	****	Mark Poole	GX	ALPHA	1.50
Thicket Basilisk	SC	U	****	Dan Frazier	G63	ALPHA	3.00
Timber Wolves	SC	C	****	Melissa Benson	G	ALPHA	4.50
Tranquility	SOR	C	****	Douglas Shuler	G2	ALPHA	1.50
Tsunami	SOR	U	****	Richard Thomas	63	ALPHA	1.50
Verdant Enchantress	SC	R	..	Key Brackschmidt	G61	ALPHA	6.00
Wall of Brambles	SC	U	..	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	..	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	..	Mark Tedin	G	ALPHA	1.50
Wanderlust	EC	U	..	Cornelius Brudi	62	ALPHA	1.50
War Mammoth	SC	C	****	Jeff A. Menges	G3	ALPHA	1.50
Web	EC	R	..	Rob Alexander	G	ALPHA	4.50
Wild Growth	EL	C	..	Mark Poole	G	ALPHA	1.50



Is your opponent's Royal Assassin or Sorceress Queen giving you a headache? Try a Gaze of Pain on your Serra to off the Assassin, and throw in a Giant Growth if the Sorceress Queen puts the whammy on the Serra.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Animate Wall	EC	R	..	Dan Frazier	W	ALPHA	3.50
Armageddon	SOR	R	****	Jesper Myrfort	W1	ALPHA	6.00
Balance	SOR	R	****	Mark Poole	W1	ALPHA	6.00
Benalish Hero	SC	C	..	Douglas Shuler	W	ALPHA	1.50
Black Ward	EC	U	****	Dan Frazier	W	ALPHA	1.50
Blaze of Glory	INS	R	****	Richard Thomas	W	ALPHA	31.00
Blessing	EC	R	..	Julie Boron	WW	ALPHA	5.50
Blue Ward	EC	U	..	Dan Frazier	W	ALPHA	1.50
Castle	EN	U	..	Dameon Willich	W3	ALPHA	3.00
Circle of Protection: Black	EN	C	****	Jesper Myrfort	W1	BETA	1.50
Circle of Protection: Blue	EN	C	..	Dameon Willich	W1	ALPHA	1.50
Circle of Protection: Green	EN	C	..	Sandra Everingham	W1	ALPHA	1.50
Circle of Protection: Red	EN	C	..	Mark Tedin	W1	ALPHA	1.50
Circle of Protection: White	EN	C	..	Douglas Shuler	W1	ALPHA	1.50
Consecrate Land	EL	U	..	Jeff A. Menges	W	ALPHA	9.50
Conversion	EN	U	..	Jesper Myrfort	WW2	ALPHA	3.00
Crusade	EN	R	****	Mark Poole	WW	ALPHA	6.00
Death Ward	INS	C	..	Mark Poole	W	ALPHA	1.50
Disenchant	INS	C	****	Amy Weber	W1	ALPHA	1.50
Farmstead	EL	U	..	Mark Poole	WW	ALPHA	3.50
Green Ward	EC	U	..	Dan Frazier	W	ALPHA	1.50
Guardian Angel	INS	C	..	Anson Maddocks	W3	ALPHA	1.50
Healing Salve	INS	C	..	Dan Frazier	W	ALPHA	1.50
Holy Armor	EC	C	..	Melissa Benson	W	ALPHA	1.50
Holy Strength	EC	C	..	Anson Maddocks	W	ALPHA	1.50
Island Sanctuary	EN	R	..	Mark Poole	W1	ALPHA	4.50
Karma	EN	U	****	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	..	Rob Alexander	W	ALPHA	1.00
Mesa Pegasus	SC	C	..	Melissa Benson	W1	ALPHA	1.50
Northern Paladin	SC	C	..	Douglas Shuler	WW2	ALPHA	9.50
Pearl Unicorn	SC	C	..	Cornelius Brudi	W2	ALPHA	1.50
Personal Incarnation	SC	R	..	Key Brackschmidt	WWW3	ALPHA	6.50
Purelora	INT	U	..	Sandra Everingham	W	ALPHA	3.00
Red Ward	EC	U	..	Dan Frazier	W	ALPHA	1.50
Resurrection	SOR	U	..	Dameon Willich	WW2	ALPHA	1.50
Reverse Damage	INS	R	****	Dameon Willich	WW1	ALPHA	5.50
Righteousness	INS	R	..	Douglas Shuler	W	ALPHA	5.50
Sermita Healer	SC	C	..	Tom Wainwright	W1	ALPHA	1.50
Savannah Lions	SC	R	..	Dameon Willich	W	ALPHA	5.00
Serra Angel	SC	U	****	Douglas Shuler	WW3	ALPHA	7.00
Swords to Plowshares	INS	U	****	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	U	****	Douglas Shuler	WW3	ALPHA	7.00
Wall of Swords	SC	U	..	Mark Tedin	W3	ALPHA	2.50
White Knight	SC	U	..	Dameon Willich	WW	ALPHA	3.00
White Ward	EC	U	..	Dan Frazier	W	ALPHA	1.50
Wrath of God	INS	R	****	Quinton Hoover	WW2	ALPHA	6.50

LANDS

Badlands	LAN	R	****	Rob Alexander	A	BETA	8.00
Bayou	LAN	R	****	Jesper Myrfort	A	ALPHA	8.00
Forest	LAN	C	---	Christopher Rush	A	ALPHA	15
Island	LAN	R	---	Mark Poole	A	ALPHA	20
Island	LAN	C	---	Mark Poole	A	ALPHA	15
Mountain	LAN	C	---	Douglas Shuler	A	ALPHA	15
Plains	LAN	C	---	Jesper Myrfort	A	ALPHA	15
Plateau	LAN	R	****	Drew Tucker	A	ALPHA	8.50
Savannah	LAN	R	****	Rob Alexander	A	ALPHA	8.00
Scrubland	LAN	R	****	Jesper Myrfort	A	ALPHA	8.00
Swamp	LAN	C	---	Dan Frazier	A	ALPHA	15
Taiga	LAN	R	****	Rob Alexander	A	ALPHA	8.00
Tropical Island	LAN	R	****	Jesper Myrfort	A	ALPHA	8.00
Tundra	LAN	R	****	Jesper Myrfort	A	ALPHA	8.00
Underground Sea	LAN	R	****	Rob Alexander	A	ALPHA	8.00
Volcanic Island	LAN	R	****	Brian Snoddy	BETA	8.00	

REVISED EDITION

Booster Pack	\$2.50
Booster Box	\$90.00
Full Set 302	\$750.00

Name/Description	Kind	Party	Rating	Artist	Cost	Origin	Price
Aladdin's Lamp	ART	R	..	Amy Weber	1	AN	1.00
Aladdin's Ring	ART	R	..	Dan Frazier	8	AN	4.00
Ankh of Mishra	ART	R	..	Amy Weber	2	ALPHA	2.00
Armageddon Clock	ART	R	..	Amy Weber	6	AD	3.00
Basilisk Monolith	ART	U	..	Jesper Myrfort	3	ALPHA	1.00
Black Vise	ART	U	****	Richard Thomas	1	ALPHA	1.50
Bottle of Suleiman	ART	U	..	Jesper Myrfort	4	AN	3.50
Brass Man	AC	U	..	Christopher Rush	1	AN	1.00
Celestial Prism	ART	U	..	Amy Weber	3	ALPHA	1.00
Clockwork Beast	AC	U	..	Drew Tucker	6	ALPHA	1.50
Consecration	ART	U	..	Amy Weber	4	ALPHA	50
Crystal Rod	AC	U	..	Amy Weber	1	ALPHA	50
Dancing Scimitar	AC	R	..	Anson Maddocks	4	AN	2.50
Dragon Egg	ART	P	..	Dan Frazier	4	ALPHA	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Disrupting Scepter	ART	R	***	Don Frazier	3	ALPHA	3.50	BLUE							
Dragon Engine	AC	R	***	Anson Maddocks	3	AQ	1.50	Air Elemental	SC	U	***	Richard Thomas	UU3	ALPHA	1.50
Ebony Horse	ART	R	***	Dameon Willich	3	AN	3.00	Animate Artifact	EA	U	***	Douglas Shuler	U3	ALPHA	1.00
Flying Carpet	ART	R	***	Mark Tedin	4	AN	3.50	Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	.50
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.00	• Braingeyser	SOR	R	***	Mark Tedin	UU3	ALPHA	4.50
Helm of Chortuk	ART	R	***	Mark Tedin	1	ALPHA	2.50	Clone	SC	U	***	Julie Baroh	U3	ALPHA	2.50
Hive, The	ART	R	***	Sandra Everingham	5	ALPHA	4.50	Control Magic	EC	U	***	Dameon Willich	UU2	ALPHA	2.50
Hawking Mine	ART	R	***	Mark Poole	2	ALPHA	5.50	• Copy Artifact	EN	R	***	Arny Weber	U1	ALPHA	3.50
Iron Star	ART	U	***	Don Frazier	1	ALPHA	.50	Counterspell	INT	U	***	Mark Poole	U1	ALPHA	2.50
Ivory Cup	ART	U	***	Anson Maddocks	1	ALPHA	.50	Creature Bond	EC	C	***	Anson Maddocks	U1	ALPHA	.50
• Ivory Tower	ART	R	***	Margaret Organ-Keen	1	AQ	4.00	Drain Power	SOR	R	***	Douglas Shuler	UU	ALPHA	4.50
Jade Manolith	ART	R	***	Anson Maddocks	4	ALPHA	2.00	Energy Flux	EN	U	***	Kaja Foglio	U2	ANT	1.00
Jandor's Ring	ART	R	***	Don Frazier	6	AN	3.00	Feedback	EE	U	***	Quanton Hoover	U2	ALPHA	.50
Jandor's Saddlebags	ART	R	***	Dameon Willich	6	AN	3.50	Flight	EC	C	***	Anson Maddocks	U	ALPHA	.50
Jayemdae Tome	ART	R	***	Mark Tedin	4	ALPHA	3.50	Hurkyl's Recall	INS	R	***	Né Né Thomas	U1	AQ	4.00
Juggernaut	AC	U	***	Don Frazier	4	ALPHA	2.00	Island Fish Jascenius	SC	R	***	Jesper Myrflors	UU4	AN	4.00
Karmus Bell	ART	R	***	Christopher Rush	4	ALPHA	3.00	Jump	INS	C	***	Mark Poole	U	ALPHA	.50
Library of Leng	ART	U	***	Donnel Gelon	1	ALPHA	1.00	Lifelap	EN	U	***	Anson Maddocks	UU	ALPHA	1.00
Living Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.00	Lord of Atlantis	SC	R	***	Melissa Benson	UU	ALPHA	6.00
Mana Vault	ART	R	***	Mark Tedin	1	ALPHA	3.50	Magical Hack	INT	R	***	Julie Baroh	U	ALPHA	5.50
Meekstone	ART	R	***	Quanton Hoover	1	ALPHA	4.00	Mahamoti Djinn	SC	R	***	Don Frazier	UU4	ALPHA	7.00
Milstone	ART	R	***	Kaja Foglio	2	AQ	2.50	Mana Short	INS	R	***	Dameon Willich	U2	ALPHA	4.00
Mishra's War Machine	AC	R	***	Arny Weber	7	AQ	2.50	Merfolk of the Pearl Trident	SC	C	***	Jeff A. Menges	U	ALPHA	.50
Nevinyrral's Disk	ART	R	***	Mark Tedin	4	ALPHA	4.00								
Obsidian Golem	AC	U	***	Jesper Myrflors	6	ALPHA	1.00								
Onulet	AC	R	***	Anson Maddocks	3	AQ	2.00								
Ornithopter	AC	U	***	Arny Weber	0	AQ	1.00								
Primal Clay	AC	R	***	Kaja Foglio	4	AQ	3.00								
Rock, The	ART	U	***	Richard Thomas	1	AQ	1.50								
Rocket Launcher	ART	R	***	Pete Ventres	4	AQ	2.50								
Rod of Ruin	ART	U	***	Christopher Rush	4	ALPHA	1.00								
• Sol Ring	ART	U	***	Mark Tedin	1	ALPHA	2.00								
Soul Mat	ART	U	***	Dameon Willich	1	ALPHA	1.00								
Sunglasses of Urza	ART	R	***	Don Frazier	3	ALPHA	3.50								
Throne of Bone	ART	U	***	Anson Maddocks	1	ALPHA	.50								
Winter Orb	ART	U	***	Mark Tedin	2	ALPHA	3.50								
Wooden Sphere	ART	U	***	Mark Tedin	1	ALPHA	.50								

BLACK

Animate Dead	EN	U	***	Anson Maddocks	B1	ALPHA	1.00
Bad Moon	EN	R	***	Jesper Myrflors	B1	ALPHA	.50
Black Knight	SC	U	***	Jeff A. Menges	BB	ALPHA	2.00
Boj Wrath	SC	U	***	Jeff A. Menges	B3	ALPHA	1.50
• Contract from Below	SOR	R	***	Douglas Shuler	B	ALPHA	2.00
Cursed Land	INT	U	***	Jesper Myrflors	BB2	ALPHA	.50
Dark Ritual	INT	C	***	Anson Maddocks	B	ALPHA	.50
• Darkport	SOR	R	***	Quanton Hoover	BB3	ALPHA	2.00
Deathgrip	EN	U	***	Anson Maddocks	BB	ALPHA	1.00
Deathlorn	INT	R	***	Sandra Everingham	B	ALPHA	2.50
• Demonic Attorney	SOR	R	***	Donnel Gelon	B	ALPHA	2.50
Demonic Hordes	SC	U	***	Jesper Myrflors	BBB3	ALPHA	6.00
• Demonic Tutor	SOR	R	***	Douglas Shuler	B1	ALPHA	2.50
Dragon Life	SOR	C	***	Douglas Shuler	B1X	ALPHA	.50
Drudge Skeletons	SC	C	***	Sandra Everingham	B1	ALPHA	.50
El-Hegay	SC	R	***	Dameon Willich	BB1	AN	4.50
Erg Raiders	SC	C	***	Dameon Willich	B1	AN	.50
Evil Presence	EN	U	***	Sandra Everingham	B	ALPHA	1.00
Fear	EC	C	***	Mark Poole	BB	ALPHA	.50
Frozen Shade	SC	C	***	Douglas Shuler	B2	ALPHA	.50
Gloom	EN	U	***	Don Frazier	B2	ALPHA	1.00
Howl from Beyond	INS	C	***	Mark Poole	BBX	ALPHA	.50
Hypnotic Specter	SC	U	***	Douglas Shuler	BB1	ALPHA	2.50
Lord of the Pit	SC	R	***	Mark Tedin	BB4	ALPHA	8.00
• Mutil Twist	SOR	R	***	Douglas Shuler	BBX	ALPHA	4.50
Master Shadow	SC	R	***	Christopher Rush	BB	ALPHA	4.00
Muffling Lamp	SC	U	***	Quanton Hoover	B2	ALPHA	2.00
Mystical Fire	SC	U	***	Mark Poole	BB5	ALPHA	.50
Paralyze	EN	U	***	Anson Maddocks	B	ALPHA	.50
Parasitize	EN	U	***	Donnel Gelon	B	ALPHA	.50
Plague Rats	SC	C	***	Anson Maddocks	B2	ALPHA	.50
Ruinward	SOR	U	***	Jeff A. Menges	B1	ALPHA	.50
Rapid Assassination	INT	U	***	Tom Wänerslund	BB1	ALPHA	11.00
Sacrifice	INT	C	***	Don Frazier	B	ALPHA	1.00
Scathe Zombies	SC	C	***	Jesper Myrflors	B2	ALPHA	.50
Scorching Ghoul	SC	U	***	Jeff A. Menges	B3	ALPHA	1.00
Singer Vampire	SC	U	***	Anson Maddocks	BB3	ALPHA	4.00
Sorcerer's Apprentice	INS	U	***	Mark Poole	B1	ALPHA	1.00
Sorcerer's Queen	SC	R	***	Christopher Rush	BB1	AN	5.50
Tamewild	INS	U	***	Ruinward	B	ALPHA	.50
Unholy Strength	EN	U	***	Douglas Shuler	B	ALPHA	.50
Wall of Bone	SC	L	***	Anson Maddocks	BB	ALPHA	1.00
Warp Artifact	EA	R	***	Arny Weber	B2	ALPHA	3.00
Witchery	EC	C	***	Douglas Shuler	B	ALPHA	.50
Witch's Wisp	SC	R	***	Jesper Myrflors	B	ALPHA	6.00
Zombie Master	SC	R	***	Jeff A. Menges	BB1	ALPHA	4.50

Whenever multiple Aurochs attacks, each gets a +1/+0 for every additional attacker. So get a few out, then start Clonin', Doppelgangerin', Dance of Manyin', and go in for the stampede! Yippie-ki-yay!

Phantasmal Forces	SC	U	***	Mark Poole	U3	ALPHA	1.00
Phantasmal Terrain	EL	C	***	Dameon Willich	UU3	ALPHA	.50
Phantom Monster	SC	U	***	Jesper Myrflors	U3	ALPHA	1.00
Pirate Ship	SC	R	***	Tom Wänerslund	U4	ALPHA	4.00
Power Leak	EE	C	***	Drew Tucker	U1	ALPHA	.50
Power Sink	INT	C	***	Richard Thomas	UX	ALPHA	.50
Prodigal Sotterer	SC	C	***	Douglas Shuler	U2	ALPHA	.50
Psychic Venom	EL	C	***	Brian Snoddy	U1	ALPHA	.50
Reconstruction	SOR	C	***	Anson Maddocks	U	AQ	.50
Sea Serpent	SC	C	***	Jeff A. Menges	U5	ALPHA	.50
Serendipitous Efraim	SC	R	***	Anson Maddocks	U2	AN	4.50
Siren's Call	INS	U	***	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	***	Mark Poole	U	ALPHA	5.00
Spell Blast	INT	C	***	Brian Snoddy	UX	ALPHA	.50
Shells	EN	R	***	Fay Jones	U1	ALPHA	3.50
Steel Artifact	EA	U	***	Arny Weber	U62	ALPHA	1.00
Throughfare	INT	R	***	Mark Poole	L	ALPHA	2.50
Unstable Mutation	EC	C	***	Douglas Shuler	J	AN	.50
Unsummon	INS	C	***	Douglas Shuler	J	ALPHA	.50
Yasuvyon Doppelganger	SC	R	***	Quanton Hoover	UU3	ALPHA	10.00
Volcanic Eruption	SOR	U	***	Douglas Shuler	UU4	ALPHA	3.50
Wall of Air	SC	U	***	Ruthless Thaumies	U1	ALPHA	1.00
Wall of Water	SC	U	***	Richard Thomas	UU1	ALPHA	.50
Water Elemental	SC	U	***	Jeff A. Menges	UU3	ALPHA	1.50

GREEN

Aspect of Wall	EL	F	***	Mark Poole	G	ALPHA	5.00
Birds of Paradise	SC	R	***	Ruthless Thaumies	GG	ALPHA	.01
• Channel	SOR	J	***	Douglas Shuler	GG4	ALPHA	6.00
Cockatrice	SC	R	***	Douglas Shuler	GG4	ALPHA	.50
Crow Worm	SC	C	***	Quanton Hoover	G	AN	.50
Crumble	INS	L	***	Quanton Hoover	GG4	AN	2.00
Desert Twister	SOR	L	***	Anson Maddocks	G1	ALPHA	4.00
Elvish Archers	SC	R	***	Mark Poole	G	ALPHA	1.00
Fastfood	EN	R	***	Mark Poole	G	ALPHA	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Fog	INS	C	***	Jesper Myrfort	G	ALPHA	.50
Force of Nature	SC	R	****	Douglas Shuler	GGG2	ALPHA	8.00
Fungusaur	SC	R	***	Daniel Galon	G3	ALPHA	4.50
Gaea's Liege	SC	R	****	Dameon Willich	GGG3	ALPHA	6.50
Giant Growth	INS	C	****	Sandra Everingham	G	ALPHA	.50
Giant Spider	SC	C	****	Sandra Everingham	G3	ALPHA	.50
Grizzly Bears	SC	C	****	Jeff A. Menges	G1	ALPHA	.50
Hurricane	SOR	U	****	Dameon Willich	GX	ALPHA	1.00
Instill Energy	EC	U	****	Dameon Willich	G	ALPHA	1.00
Ironroot Treefolk	SC	C	****	Jesper Myrfort	G4	ALPHA	.50
Kudzu	EL	R	*	Mark Poole	GG1	ALPHA	3.00
Ley Druid	SC	U	****	Sandra Everingham	G2	ALPHA	1.00
Lifelore	EN	U	****	Dameon Willich	G6	ALPHA	1.00
Lifelace	INT	R	*	Arny Weber	G	ALPHA	2.50
Living Artifact	EN	R	***	Anson Maddocks	G	ALPHA	3.00
Living Lands	EN	R	**	Jesper Myrfort	G3	ALPHA	3.50



■ Wanna see all the veins in your opponent's head pop out? Play a light land mana deck (use Birds of Paradise, Sol Rings, and such instead), throw a couple of Psychic Vengence on your opponent's lands early on, then drop down a Power Surge. Great fun at parties.

Unwary Elves	SC	C	****	Anson Maddocks	G	ALPHA	.50
Lure	EC	U	****	Anson Maddocks	GG1	ALPHA	1.00
Regeneration	EC	U	****	Quinton Hoover	G1	ALPHA	.50
• Regrowth	SOR	U	****	Dameon Willich	G1	ALPHA	2.00
Scrib Sprites	SC	C	***	Arny Weber	G	ALPHA	.50
Shamadin Dryads	SC	C	****	Anson Maddocks	G	ALPHA	.50
Stream of Life	SOR	C	****	Mark Poole	GX	ALPHA	.50
Thicket Basilisk	SC	U	****	Dan Frazier	GG3	ALPHA	2.50
Timber Wolves	SC	R	***	Melissa Benson	G	ALPHA	3.50
Titan's Song	EN	R	***	Kerstin Korman	G3	AO	3.00
Tranquility	SOR	C	****	Douglas Shuler	G2	ALPHA	.50
Tsunami	SOR	U	****	Richard Thomas	G3	ALPHA	1.00
Yerduran Enchantress	SC	U	****	Key Brockschmidt	GG1	ALPHA	4.50
Wall of Brambles	SC	U	****	Anson Maddocks	G2	ALPHA	1.00
Wall of Ice	SC	U	****	Richard Thomas	G2	ALPHA	1.00
Wall of Wood	SC	C	***	Mark Tadin	G	ALPHA	.50
Wanderlust	EC	U	****	Cornelius Budd	G2	ALPHA	1.00
War Mammoth	SC	C	****	Jeff A. Menges	G3	ALPHA	.50
Web	EC	R	***	Rob Alexander	G	ALPHA	3.50
Wild Growth	EL	C	***	Mark Poole	G	ALPHA	.50

Atog	SC	C	***	Jesper Myrfort	R1	AO	.50
Burrowing	EC	C	***	Mark Poole	R1	ALPHA	1.00
Chaoskoi	INT	R	***	Dameon Willich	R	ALPHA	2.50
Disintegrate	SOR	C	****	Anson Maddocks	RK	ALPHA	.50
Dragon Whelp	SC	U	****	Arny Weber	R2	ALPHA	2.50
Dwarven Warriors	SC	C	****	Douglas Shuler	R2	ALPHA	.50
Dwarven Weaponsmith	SC	U	****	Mark Poole	R1	AO	1.00
Earth Elemental	EC	C	****	Dan Frazier	R3	ALPHA	2.00
Earthquake	EC	C	****	Quinton Hoover	R	ALPHA	.50
Earthquake	SOR	U	****	Dan Frazier	RK	ALPHA	4.00
Fire Elemental	SC	U	****	Melissa Benson	R3	ALPHA	1.50
Fireblast	SOR	C	****	Mark Tadin	RK	ALPHA	.50
Firebreathing	EC	U	****	Dan Frazier	R	ALPHA	.50
Flashfire	SOR	U	****	Dameon Willich	R3	ALPHA	1.00
Fork	INT	R	****	Arny Weber	RR	ALPHA	12.00
Goblin Balloon Brigade	SC	U	****	Andi Ruzi	R	ALPHA	1.00
Goblin King	SC	R	***	Jesper Myrfort	RR1	ALPHA	6.50
Granite Gargoyle	SC	C	****	Christopher Rush	R2	ALPHA	4.50
Gray Ogre	SC	C	***	Dan Frazier	R2	ALPHA	.50
Hill Giant	SC	C	***	Dan Frazier	R3	ALPHA	.50
Hurlstone Minotaur	SC	C	***	Anson Maddocks	RR1	ALPHA	.50
Keldon Warlord	SC	U	****	Key Brockschmidt	RR2	ALPHA	2.50
Kird Ape	SC	C	****	Ken Meyer Jr.	R	AN	1.00

Lightning Bolt	INS	C	****	Christopher Rush	R	ALPHA	.50
Magnetic Mountain	EN	R	***	Susan Van Camp	RR1	AN	3.50
Mana Flare	EN	R	***	Christopher Rush	R2	ALPHA	4.50
Manabarbs	EN	R	***	Christopher Rush	R3	ALPHA	3.50
Misog Dijan	SC	R	***	Susan Van Camp	RRR	AN	3.50
Man's Goblin Raiders	SC	C	*	Jeff A. Menges	R	ALPHA	.50
Orchid Artillery	SC	U	****	Anson Maddocks	RR1	ALPHA	1.00
Orchid Drifflame	EN	U	****	Dan Frazier	R3	ALPHA	2.50
Power Surge	EN	R	****	Douglas Shuler	RR	ALPHA	3.00
Red Elemental Blast	INT	C	****	Richard Thomas	R	ALPHA	.50
Rox of Kher Ridges	SC	R	****	Andi Ruzi	R3	ALPHA	4.00
Rock Hydra	SC	R	***	Jeff A. Menges	RRX	ALPHA	6.50
Sedge Troll	SC	R	***	Dan Frazier	R2	ALPHA	4.00
Shatter	INS	C	****	Arny Weber	R1	ALPHA	.50
Shatterstorm	SOR	U	****	Mark Poole	RR2	AO	2.50
Shivan Dragon	SC	R	****	Melissa Benson	RR4	ALPHA	15.00
Smoke	EN	R	***	Jesper Myrfort	RR	ALPHA	3.50
Stone Giant	SC	U	****	Dameon Willich	RR2	ALPHA	1.00
Stone Rain	SOR	C	****	Daniel Galon	R2	ALPHA	.50
Tunnel	SOR	U	****	Dan Frazier	R	ALPHA	.50
Uthden Troll	SC	U	****	Douglas Shuler	R2	ALPHA	2.00
Wall of Fire	SC	U	****	Richard Thomas	RR1	ALPHA	1.00
Wall of Stone	SC	U	****	Dan Frazier	RR1	ALPHA	1.00
• Wheel of Fortune	SOR	R	****	Daniel Galon	R2	ALPHA	4.50

Animate Wall	EC	R	***	Dan Frazier	W	ALPHA	3.00
Armageddon	SOR	R	****	Jesper Myrfort	W1	ALPHA	4.50
Balance	SOR	R	****	Mark Poole	W1	ALPHA	4.50
Banish Hero	SC	C	****	Douglas Shuler	W	ALPHA	.50
Black Word	EC	U	****	Dan Frazier	W	ALPHA	.50
Blessing	EC	R	****	Julia Baroh	WW	ALPHA	4.50
Blue Word	EC	U	****	Dan Frazier	W	ALPHA	.50
Castle	EN	C	****	Dameon Willich	W3	ALPHA	2.00
Grave of Protection: Black	EN	C	****	Jesper Myrfort	W1	ALPHA	.50
Grave of Protection: Blue	EN	C	****	Dameon Willich	W1	ALPHA	.50
Grave of Protection: Green	EN	C	****	Sandra Everingham	W1	ALPHA	.50
Grave of Protection: Red	EN	C	****	Mark Tadin	W1	ALPHA	.50
Grave of Protection: White	EN	C	****	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	****	Jesper Myrfort	WW2	ALPHA	2.00
Crusade	EN	R	****	Mark Poole	WW	ALPHA	5.00
Death Word	INS	C	****	Mark Poole	W	ALPHA	.50
Disenchant	INS	C	****	Arny Weber	W1	ALPHA	.50
Eye for an Eye	INS	R	****	Mark Poole	WW	AN	4.00
Farmland	EL	R	*	Mark Poole	WWW	ALPHA	3.00
Green Ward	EC	U	****	Dan Frazier	W	ALPHA	.50
Guardian Angel	INS	C	****	Anson Maddocks	WX	ALPHA	.50
Healing Salve	INS	C	****	Dan Frazier	W	ALPHA	.50
Holy Armor	EC	C	****	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	****	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	U	****	Mark Poole	W1	ALPHA	3.50
Karnes	EN	U	****	Richard Thomas	WW2	ALPHA	1.00
Lantern	EC	U	****	Rob Alexander	W	ALPHA	1.00
Mesa Pagasus	SC	C	****	Melissa Benson	W1	ALPHA	.50
Northern Paladin	SC	R	****	Douglas Shuler	WW2	ALPHA	7.00
Pearled Unicorn	SC	C	****	Cornelius Budd	W2	ALPHA	.50
Personal Incarnation	SC	R	****	Key Brockschmidt	WWW3	ALPHA	5.50
Porelore	INT	R	****	Sandra Everingham	W	ALPHA	2.50
Red Ward	EC	U	****	Dan Frazier	W	ALPHA	.50
Resurrection	SOR	U	****	Dameon Willich	WW2	ALPHA	1.00
Reverse Damage	INS	R	****	Dameon Willich	WW1	ALPHA	4.50
Reverse Polarity	INS	U	****	Justin Hampton	WW	AO	.50
Righteousness	INS	R	****	Douglas Shuler	W	ALPHA	4.50
Sandstone Healer	SC	C	****	Tam Wainwright	W1	ALPHA	.50
Savannah Lions	SC	R	****	Daniel Galon	W	ALPHA	4.00
Serra Angel	SC	U	****	Douglas Shuler	WW3	ALPHA	5.00
Swords to Plowshares	INS	U	****	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	****	Douglas Shuler	WW3	ALPHA	5.50
Wall of Swords	SC	U	****	Mark Tadin	W3	ALPHA	2.00
White Knight	SC	U	****	Daniel Galon	WW	ALPHA	2.00
White Ward	EC	U	****	Dan Frazier	W	ALPHA	.50
Wrath of God	INS	R	****	Quinton Hoover	WW2	ALPHA	5.00

Badlands	LAM	R	****	Rob Alexander	ALPHA	6.00
Bayou	LAM	R	****	Jesper Myrfort	ALPHA	6.00
Forest	LAM	C	---	Christopher Rush	ALPHA	.05
Island	LAM	C	---	Mark Poole	ALPHA	.05
Mountain	LAM	C	---	Douglas Shuler	ALPHA	.05
Plains	LAM	C	---	Jesper Myrfort	ALPHA	.05
Plains	LAM	R	****	Cornelius Budd	ALPHA	6.50
Savannah	LAM	R	****	Rob Alexander	ALPHA	6.00
Scrubland	LAM	R	****	Jesper Myrfort	ALPHA	6.00
Swamp	LAM	C	---	Dan Frazier	ALPHA	.05
Taiga	LAM	R	****	Rob Alexander	ALPHA	6.00
Tropical Island	LAM	R	****	Jesper Myrfort	ALPHA	6.00
Tundra	LAM	R	****	Jesper Myrfort	ALPHA	6.00
Underground Sea	LAM	R	****	Rob Alexander	ALPHA	6.00
Volcanic Island	LAM	R	****	Ben Smedley	BETA	6.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARABIAN NIGHTS						
Booster Pack					\$50.00	
Booster Box					\$3,000.00	
Full Set (77)					\$600.00	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARABIAN NIGHTS						
Aladdin's Lamp	ART	U	***	Mark Tadin	10	5.00
X, Y: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	***	Dan Frazier	8	7.00
8, T: Do 4 damage to any target.						
Battle of Suleiman	ART	R	***	Jesper Myrfors	4	6.50
1: Flip a coin. If opponent wins, do 5 damage to you and discard Battle of Suleiman. Otherwise, immediately replace Battle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	***	Christopher Rush	1	1.50
Pay 1 during upkeep to untap. 1/3.						
City in a Battle	ART	R	*	Drew Tucker	2	15.00
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Dancing Scimitar	AC	R	***	Anson Maddocks	4	5.00
Flying. 1/5.						
Ebony Horse	ART	R	*	Dameon Willich	3	4.50
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Flying Carpet	ART	R	***	Mark Tadin	4	6.00
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Jandar's Ring	ART	R	**	Dan Frazier	6	4.00
2, T: Discard a card you just drew, and draw another to replace it.						
Jandar's Saddlebags	ART	R	***	Dameon Willich	2	7.00
3, T: Untap a creature.						
Jeweled Bird	ART	R	*	Amy Weber	1	8.50
T: Exchange Bird for your ante, then draw a new card.						
Pyramids	ART	R	*	Amy Weber	6	20.00
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Ring of Mo'ru'f	ART	R	***	Dan Frazier	5	25.00
5: Sacrifice Ring of Mo'ru'f to select a card from outside the game instead of drawing.						
Sandals of Abdallah	ART	R	**	Dan Frazier	4	7.00
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLACK						
Gloomfiend Witches	SC	C	***	Kaio Foglio	BB	3.50
T: Each player does 1 damage to any target. 1/3						
El Hoojaj	SC	R	***	Dameon Willich	BB1	9.00
Gain 1 life for every point of damage El Hoojaj inflicts. 1/1.						
Erg Raiders	SC	C	***	Dameon Willich	B1	1.00
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned.						
Guardian Beast	SC	R	***	Ken Meyer Jr.	B3	51.00
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	***	Dan Frazier	BB	2.00
Pay 2 when Hasran Ogress attacks or loses 2 life. 3/2.						
Junon Effreet	SC	R	***	Christopher Rush	BB1	16.00
Flying. Pay BB during upkeep or Junon Effreet is destroyed. 3/3.						
Jandar Djinn	SC	R	***	Mark Tadin	BB2	45.00
Lose 1 life during upkeep. 5/5.						
Khabab Ghoul	SC	R	***	Douglas Shuler	B2	28.50
Gains +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Obblivion	EN	C	***	Douglas Shuler	BB1	5.50
Place target creature out of play.						
Seraphous Queen	SC	R	***	Kaio Foglio	BB1	11.00
T: Haste another creature. 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Stone Throwing Devils	SC	C	***	Ken Meyer Jr.	B	4.50
First strike. 1/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLACK						
Dandan	SC	C	***	Ken Meyer Jr.	U1	3.00
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Dishliver Oil	EC	C	***	Anson Maddocks	U1	2.50
Flying. 1/1.						
Flying Men	SC	C	***	Christopher Rush	U	3.50
Flying. 1/1.						
Giant Tortoise	SC	C	**	Kaio Foglio	U1	2.00
0/0/+3 while untapped. 1/1.						
Island Fish Jassoulas	SC	R	**	Jesper Myrfors	U1	6.50
Pay UU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Mearthari Ship	SC	P	**	Tom Vesterstrand	U	9.00
If you have no islands, Mearthari Ship attacks and is not blocked. Cannot attack if opponent has no islands.						
Old Man of the Sea	SC	P	***	Susan Van Camp	UU1	30.00
If you have no islands, Old Man of the Sea attacks and is not blocked. Cannot attack if opponent has no islands.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLACK						
1: Enchant Creature	ART	Artifact	EC	Enchant Creature	EL	Enchant Land
2: Enchant Creature	ART	Artifact	EC	Enchant Creature	EL	Enchant Land

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
GREEN						
Serenity Djinn	SC	R	**	Anson Maddocks	UU2	16.00
Flying. Destroy a land during upkeep. Take 3 damage if the destroyed land is on island. 5/6.						
Serenity Effreet	SC	R	***	Anson Maddocks	U2	9.00
Flying. Does 1 damage to you during upkeep. 3/4.						
Siadab	SC	R	*	Julia Barsh	U1	10.00
T: Draw a new card; you may only keep it if it is a land. 1/1.						
Unstable Mutation	EC	C	***	Douglas Shuler	U	1.00
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
GREEN						
Cyclone	EN	R	**	Mark Tadin	GG2	9.50
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Desert Twister	SOR	U	***	Susan Van Camp	GG4	3.00
Destroy any one card in play.						
Drop of Honey	EN	R	***	Anson Maddocks	G	22.50
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Ethron Djinn	SC	R	***	Ken Meyer Jr.	G3	19.00
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Ghazban Ogre	SC	C	*	Jesper Myrfors	G	2.50
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life.						
Hi-biti Effreet	SC	R	***	Jesper Myrfors	GG2	21.50
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						



Sorry. We can't think of a single use for this card. Nice artwork, though. Next.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED						
Metamorphosis	SOR	C	*	Christopher Rush	G	2.50
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Mal's Asp	SC	C	**	Christopher Rush	G	3.50
If Mal's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Sandstorm	INS	C	**	Brian Snoddy	G	3.50
Do 1 damage to all attacking creatures.						
Singing Tree	SC	R	***	Rob Alexander	GB	30.00
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Wyluli Wolf	SC	C	***	Susan Van Camp	G1	5.00
T: Give a creature +1/+1 until end of turn. 1/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED						
Aladdin	SC	R	***	Julia Barsh	RR2	25.50
RR1: Stack artifact 1/1.						
Ali Baba	SC	R	***	Julia Barsh	R	10.00
R: Tap a wall. 1/1.						
All from Cairo	SC	R	***	Mark Poole	RR2	58.00
You cannot be reduced below 1 life due to damage while All is in play. 0/2.						
Bird Maiden	SC	C	**	Jeff A. Menges	R2	4.00
Flying. 1/2.						
Desert Nomads	SC	C	**	Christopher Rush	R2	3.00
Desertwalk. Immune to damage from Deserts. 2/2.						
Horri Jackal	SC	C	**	Drew Tucker	R	3.00
T: Prevent creature from regenerating this turn. 1/1.						
Kird Apo	SC	C	**	Ken Meyer Jr.	R	2.00
Kird Apo gains +1/+2 while controller has forests in play. 1/1.						
Magneir Mountain	SC	R	***	Susan Van Camp	RR1	5.00
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements.						
Bay Djinn	SC	R	***	Susan Van Camp	RRP	6.00
If Mace Djinn attacks, flip a coin. If opponent wins flip, Mace Djinn loses but does not attack. 0/3.						
Rukh Egg	SC	C	**	Drew Tucker	R3	3.50
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Yawen Effreet	SC	R	***	Drew Tucker	RRR	1.00
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Yawen Effreet blocks. 3/6.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED						
1: Enchant Creature	ART	Artifact	EC	Enchant Creature	EL	Enchant Land
2: Enchant Creature	ART	Artifact	EC	Enchant Creature	EL	Enchant Land

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
WHITE						
Abu Ja'far	SC	R	****	Ken Meyer Jr.	W	13.00
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate 0/1.						
Army of Allah	INS	C	****	Brian Snoddy	WW1	5.50
+2/+0 to all attacking creatures until end of turn.						
Camel	SC	C	*	Sandra Everingham	W	2.50
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Eye for an Eye	INS	R	****	Mark Poole	WW	8.00
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Jihad	EN	R	****	Brian Snoddy	WWW	30.00
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
King Suleiman	SC	R	**	Mark Poole	W1	14.50
T: Destroy an Efreet or Djinn. 1/1.						
Moorish Cavalry	SC	C	***	Dameon Willich	WW2	5.50
Trample. 3/3.						
Piety	INS	C	**	Mark Poole	W2	2.50
+0/+3 to all defending creatures until end of turn.						
Repentant Blacksmith	SC	R	***	Draw Tucker	W1	11.00
Protection from red. 1/2.						
Shahrazad	SOR	R	*	Kaja Foglio	WW	16.00
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
War Elephant	SC	C	****	Kristen Bishop	W3	5.50
Bands, trample. 2/2						

LANDS

Bazaar of Baghdad	LAN	R	**	John Avances		13.00
T: Draw 2 cards from your library, immediately discard 3 cards from your hand.						
City of Brass	LAN	R	****	Mark Tedin		27.50
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
Desert	LAN	C	***	Jesper Myrfort		5.00
T: Add 1 T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	****	Brian Snoddy		40.00
T: Sacrifice a creature to gain life equal to its toughness.						
Elephant Graveyard	LAN	R	****	Rob Alexander		24.00
T: Add 1 T: Regenerate an Elephant or Mammoth.						
Island of Wak-Wak	LAN	R	****	Douglas Shuler		25.00
T: Reduce the power of one flying creature to 0 until end of turn.						
Library of Alexandria	LAN	R	****	Mark Poole		30.00
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
Oasis	LAN	R	***	Brian Snoddy		7.00
T: Negate 1 damage to any creature.						



■ While All is out, you can't go below one life point. With the Jade Monolith, you can redirect all damage done to one of your creatures to you instead. Sooooo...you can take a 700-point Fireball aimed at poor ol' All to yourself, and no matter how much damage you take, All keeps you at one. Swell way to give your opponent a facial tic.

ANTIQUITIES

Booster Pack	\$15.00
Booster Box	\$750.00
Full Set (85)	\$375.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Amulet of Kroog	ART	C	**	Henriette D'Amboise	2	1.00
2 T: Prevent 1 damage to any target.						
Armageddon Clock	ART	C	**	Amy Weber	6	5.00
At 10:00 a.m. of your upkeep, 1 damage to each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Ashnod's Altar	ART	U	*	Anson Maddocks	3	3.00
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
Ashnod's Battle Gear	ART	U	**	Mark Poole	2	4.00
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's Transmogrifier	ART	U	***	Mark Tedin	1	3.50
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrifier after it has been used.						
Battering Ram	AC	C	**	Jeff A. Menges	2	1.50
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
Bronze Tablet	ART	R	*	Tom Wänerstrand	6	9.50
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
Candelabra of Tawnos	ART	R	****	Douglas Shuler	1	21.00
X: Untap X separate lands.						
Clay Statue	AC	C	***	Jesper Myrfort	4	1.50
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	***	Randy Asplund-Faith	5	15.00
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
Colossus of Sardia	AC	R	****	Jesper Myrfort	9	21.00
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Coral Helm	ART	R	**	Amy Weber	3	7.50
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
Cursed Rock	ART	U	***	Richard Thomas	4	4.00
Opponent must discard to 4 cards during discard phase.						
Dragon Engine	AC	C	**	Anson Maddocks	3	2.00
2 +1/+0 until end of turn. 1/3.						
Feldon's Cone	ART	U	****	Mark Tedin	1	10.00
0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.						
Golgathian Sylex	ART	R	***	Kerstin Korman	4	8.00
1: Discard all Antiquities cards, including Gulgathian Sylex, from play.						
Grapeshot Catapult	AC	C	***	Don Frazier	4	2.00
1: Do 1 damage to a target flying creature. 2/3.						
Ivory Tower	ART	U	****	Margaret Organ-Keen	1	6.00
Take 1 life for each card over four you have in hand during upkeep.						
Jalum Tame	ART	R	***	Tom Wänerstrand	3	5.00
Draw a card from your library and discard a card of your choosing to your graveyard.						
Mightstone	ART	U	**	Pete Ventres	4	3.00
All attacking creatures gain +1/+0.						
Millstone	ART	U	***	Kaja Foglio	2	4.00
2 T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
Mishra's War Machine	AC	R	*	Amy Weber	7	5.00
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
Obelisk of Undoing	ART	R	**	Tom Wänerstrand	1	15.00
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Onulet	AC	U	**	Anson Maddocks	3	3.00
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
Ornithopter	AC	C	**	Amy Weber	0	1.00
Flying. 0/2.						
Primal Clay	AC	U	**	Kaja Foglio	6	5.00
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature or 2/2 flying creature.						
Rock, The	ART	U	***	Richard Thomas	1	1.50
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	U	**	Christopher Rush	6	2.50
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Rocket Launcher	ART	U	**	Pete Ventres	4	5.50
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Shapeshifter	AC	R	****	Don Frazier	6	11.50
* any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. (*/*)						
Siege of Zagon	ART	C	*	Mark Poole	1	1.00
3: Make target creature 2/0 until end of turn. Creatures with power less than 1 deal no damage.						
Su-Chi	AC	U	**	Christopher Rush	4	3.50
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
Tablet of Ephyra	ART	C	*	Christopher Rush	1	5.00
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	****	Christopher Rush	4	18.00
3 T: Take a creature out of play. Target is considered out of play until its Coffin remains tapped. If Coffin is untapped or removed, creature returns to play. You may choose not to leave Coffin tapped.						
Tawnos's Wand	ART	U	**	Douglas Shuler	4	3.50
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Tawnos's Weaponry	ART	U	**	Don Frazier	2	3.50
2: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						

* Indicates Price Increase

* Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Tetravus Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1.	AC	R	***	Mark Tedin	6	16.00
Triskelion Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1	AC	R	****	Douglas Shuler	6	12.50
Urza's Avenger 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.	AC	R	****	Amy Weber	6	15.50
Urza's Choice 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	**	Jeff A. Menges	1	.50
Urza's Miller 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miller may not be used when you destroy an artifact to gain benefits from another card.	ART	R	**	Randy Asplund-Faith	3	8.00
Wall of Spears First strike, counts as a wall. 2/3.	AC	U	**	Sandra Everingham	3	3.50
Weekstone All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.	ART	U	**	Justin Hampton	4	3.00
Yorion Soldier Yorion Soldier does not tap when attacking. 1/4.	AC	C	***	Christopher Rush	3	2.50

BLACK

Artifact Possession Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	**	Christopher Rush	B2	1.00
Gate to Phyrexia Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	***	Sandra Everingham	B8	3.00
Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	**	Jeff A. Menges	B3	3.50
Phyrexian Gremlins 1: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's upkeep phase. You may choose not to untap Gremlins. 1/1.	SC	C	****	Amy Weber	B2	2.00
Priest ofYawmogh 1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2	SC	C	**	Mark Tedin	B1	1.00
Xenic Poltergeist 1: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1	SC	U	***	Don Frazier	B81	3.50
Yawmogh Demon Flying, first strike. During your upkeep, sacrifice one of your artifacts in play or Yawmogh Demon taps to do 2 damage to you. 6/6	SC	R	**	Sandra Everingham	B84	16.00

Draño's Restoration Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	**	Amy Weber	U	1.50
Energy Flux Each artifact requires 2 during upkeep or it must be discarded.	EN	U	***	Kojo Foglio	U2	2.00
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand, enchantments on those artifacts are discarded.	INS	R	***	Né Né Thomas	U1	7.00
Power Artifact Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	**	Douglas Shuler	UU	4.00
Reconstruction Bring an artifact from your graveyard into your hand.	SOR	C	***	Anson Maddocks	U	1.00
Sage of Lei-Wan 1: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.	SC	C	*	Pete Ventres	U1	1.00
Transmute Artifact (Choose an artifact from your library and immediately place it in play, also choose an artifact in play that is unattached and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one, pay that difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.)	SOR	U	***	Anson Maddocks	UU	4.00

Argothian Pixies (cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is returned to you. 2/2)	SC	C	**	Amy Weber	G1	1.50
Argothian Treefolk As long as Argothian Treefolk take from an artifact source is reduced to 0. 3/5	SC	C	***	Amy Weber	GG3	1.50
Critual Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1	SC	U	**	Jeff A. Menges	G1	4.00
Crumble Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	****	Jesper Myrflors	G	1.00
Gaea's Avenger Number of artifacts opponent has in play. +1/+1. *+1.	SC	R	***	Pete Ventres	GG1	12.50
Powerleech Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifact is paid. Powerleech is not triggered by continuous artifacts.	EN	U	**	Christopher Rush	GG	4.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Titania's Song Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	***	Kerstin Kaman	G3	5.00

RED

Artifact Blast Counter any artifact as it is being cast.	INT	C	*	Mark Poole	R	1.00
Alog 0: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	**	Jesper Myrflors	R1	.50
Detonate Target an artifact. X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	**	Randy Asplund-Faith	RX	4.50



■ Play your Ashnod's Transmogrator, an artifact that can turn one of your creatures into an artifact creature with a +1/+1 early on in the game. Then, when one of your critters would normally take lethal damage from another creature or spell, you can pump it up that much-needed life point! Supereffective when your opponent goes to Terror your creature, because artifact creatures are immune to Terror!

Dwarven Weaponsmith 1: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	***	Mark Poole	R1	1.50
Goblin Artisans If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	**	Julie Baroh	R	3.50
Orich Mechanics 1: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	***	Pete Ventres	Cost R2	1.00
Shatterstorm Bury all artifacts in play. Artifact creatures may not be regenerated.	SOR	R	***	Mark Poole	RR2	5.00

Argivian Archaeologist 2: 1. Bring an artifact from your graveyard to your hand. 1/1.	SC	R	****	Amy Weber	WW1	23.00
Argivian Blacksmith 1: Negate 2 damage to target artifact creature. 2/2	SC	C	**	Kerstin Kaman	WW1	1.00
Artifact Ward Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.	EC	C	**	Douglas Shuler	W	1.00
Circle of Protection: Artifacts 2: Prevent all damage against you from an artifact source.	EN	U	****	Pete Ventres	W1	13.00
Damping Field No one may untap more than one artifact in each of his or her own untap phases.	EN	U	*	Justin Hampton	W2	3.00
Martyrs of Korlis Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6	SC	U	***	Margaret Organ-Ken	WW3	5.00
Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from your life total. Treat subsequent damage this turn normally.	INS	C	***	Justin Hampton	WW	1.00

LANDS

Mishra's Factory 1: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. SMI considered mana as well. Spring, fall, and winter pictures.	AN	L	****	Kojo Foglio	13.00
Mishra's Factory 1: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. SMI considered mana as well. Summer picture.	AN	L	****	Kojo Foglio	13.00

♦ Disturbed	♦ Banned	♦ Art	♦ Artifact	♦ E	♦ Enchant Creature	♦ EE	♦ Enchant Land	♦ EW	♦ Enchant World	♦ INT	♦ Intempt	♦ S	♦ Summon Creature
♦ A	♦ Artifact	♦ EA	♦ Enchant Artifact	♦ EE	♦ Enchant Enchantment	♦ EH	♦ Enchant Hardment	♦ INS	♦ Inspect	♦ JAS	♦ Jand	♦ S	♦ Summon Creature

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• Mishra's Workshop T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	***	Kaja Foglio		18.00
Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	*****	Daniel Gelan		11.00
Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Picture with tower in the strip mine.	LAN	U	*****	Daniel Gelan		13.00
Urza's Mine T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	**	Anson Maddocks		3.00
Urza's Power Plant T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	**	Mark Tedin		3.00
Urza's Tower T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	**	Mark Poole		4.00

LEGENDS

Booster Pack	\$30.00
Booster Box	\$1,200.00
Full Set (310)	\$1,100.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Artifacts						
Al-abara's Carpet 5. T: Prevent all damage done to you by attacking non-flying creatures.	ART	R	****	Kaja Foglio	5	9.00
Alchor's Tomb 2. T: Change the color of target permanent you control.	ART	R	****	Harold McNeill	4	12.00
Arena of the Ancients Tap all Legends when casting Arena. Legends do not untap normally during untap phase.	ART	R	*	Tom Wänerstrand	3	10.00
Black Mana Battery 2. T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).	ART	U	***	Anson Maddocks	4	6.50
Blue Mana Battery 2. T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).	ART	U	***	Arny Weber	4	6.00
Bronze Horse Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.	AC	R	**	Mark Poole	7	10.00
Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	***	Melissa Benson	5	12.00
Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	****	Don Frazier	5	15.00
Green Mana Battery 2. T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	U	***	Christopher Rush	4	6.00
Horn of Destructing 2. T: Target creature deals no damage in combat this turn.	ART	R	****	Don Frazier	4	12.00
Knowledge Vault 2. T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	***	Arny Weber	4	10.50
Kry Shield 2. T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	**	Richard Thomas	2	4.00
Life Chisel During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	***	Anthony Waters	4	5.00
Life Matrix 4. T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	****	Arny Weber	4	11.00
Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	**	Mark Tedin	6	10.00
Marble Priest All walls able to block. Marble Priest must do so. Marble Priest takes no damage in combat from walls.	AC	C	*	Melissa Benson	5	4.00
• Mirror Universe 1. T: If you have Mirror Universe in your graveyard, you may trade life points with opponent. The exchange of life points is 1:1 for each wall in your graveyard.	ART	R	****	Phil Foglio	6	47.50
North Star 4. T: You may cast one spell this turn using mana of any color.	ART	R	***	Kaja Foglio	4	14.00
Novo Pentado 3. T: Redirect all damage done to you by any source to target creature of opponent's choice.	ART	R	***	Richard Thomas	4	13.00
Planar Gate Pay 2 colorless mana less when casting a summon spell.	ART	R	**	Melissa Benson	6	12.00
Red Mana Battery 2. T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).	ART	U	***	Mark Tedin	4	6.00
Relic Barrier 1. T: Target artifact.	ART	U	**	Harold McNeill	2	4.50
Ring of Immortals 2. T: Center interrupt or enchantment targeting a permanent you control (play as an interrupt).	ART	R	*	Melissa Benson	5	11.50
Sentinel When attacking, you may make "equal 1" + the power of creature blocking Sentinel. 1/*	AC	R	***	Randy Argue/Don Frazier	4	10.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Serpent Generator 4. T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.	ART	R	****	Mark Tedin	6	23.50
• Sword of the Ages Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.	ART	R	****	Christopher Rush	6	22.00
Triassic Egg 3. T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.	ART	R	***	Don Frazier	4	12.00



■ Here's a fun way to speed up the game. Throw down an Armageddon Clock that builds and builds each turn, causing more and more damage to all players...except you! Protect yourself with your COP: Artifacts and emble while your opponent goes screaming to the grave.

Voodoo Doll Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	**	Sandra Everingham	6	10.00
White Mana Battery 2. T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	U	***	Anthony Waters	4	6.00

BLACK

Abomination Green or white creatures blocking or blocked by Abomination are destroyed after combat.	SC	U	***	Mark Tedin	BB3	5.00
Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	***	Pete Venters	B3	23.00
All Hallow's Eve Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	***	Christopher Rush	BB2	25.00
Blind If target land is tapped, destroy it at end of turn.	EL	U	**	Pete Venters	B8	4.50
Corrion Ants 1: +1/+1 until end of turn. 0/1.	SC	R	****	Richard Thomas	BB2	32.00
Chairs of Mephistophiles Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	*	Heather Hudson	B1	10.50
Cosmic Horror First strike. Pay BB83 during upkeep or Cosmic Horror does 7 damage to you and is destroyed.	SC	R	***	Jesper Myrfort	BB83	10.50
Cyclopean Mummy Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	*	Edward Beard Jr.	B1	5.00
Darkness Creatures attack and block as normal but deal no damage.	INS	C	***	Harold McNeill	B	1.00
Demonic Tormen Target creature deals no damage during combat and may not attack.	SC	U	***	Anson Maddocks	B2	4.50
Evil Eye Orbs-By-Gone Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls.	SC	C	***	Jesper Myrfort	B4	4.50
Fallen Angel Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	****	Douglas Shuler	BB3	10.00
Ghosts of the Damned T: Make target creature -1/0 until end of turn 0/2.	SC	C	*	Edward Beard Jr.	BB1	1.00
Giant Slug 5. Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	*	Anson Maddocks	B	1.00
Glyph of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	***	Susan Van Camp	B	1.00
Greed B: Draw an extra card and sacrifice 2 life.	EN	R	***	Phil Foglio	B3	10.00
Headless Horseman 2/2.	SC	C	**	Quinton Hoover	B2	.50
Hell Swarm Make all creatures -1/0 until end of turn.	INS	C	*	Christopher Rush	B	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Hell's Caretaker T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	*****	Sandra Everingham	B3	23.50	2/4. Wall of Shadows Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	***	Pete Venters	BB1	1.00
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	****	Pete Venters	BBB2	16.00	Wall of Tombstones * = the number of creatures in your graveyard. 0/1+*.	SC	U	***	Den Frazier	B1	3.50
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EW	U	***	Mark Tedin	BB3	4.50	Wretched, The After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.	SC	R	***	Christopher Rush	BB3	27.50
Imprison 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	***	Christopher Rush	B	9.00							
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	***	Anson Maddocks	BB3	6.00							
Jovial Evil Do 2 damage to opponent for each white creature opponent controls.	SOR	R	**	Christopher Rush	B2	11.50							
Lesser Werewolf B. Give Werewolf -1/-0 until end of turn. Put a 0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	***	Quinton Hoover	B3	5.50							
Lost Soul Swampwalk. 2/1.	SC	C	**	Randy Asplund-Fairth	BB1	1.00							
Mold Demon Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	*	Jesper Myrfors	BB5	10.50							
Nether Void Counter all spells unless their casters pay an extra 3.	EW	R	***	Harold McNeill	B3	13.50							
Pit Scorpion If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	***	Scott Kirschner	B2	1.00							
Quagmire Creatures with swampwalk may be blocked.	EW	U	***	Den Frazier	B2	4.00							
Shimian Night Stalker Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.	SC	U	***	Jesper Myrfors	BB3	5.50							
Spirit Shackles Put a 0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	C	**	Edward Beard Jr.	BB	1.50							
Syphon Soul Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	SOR	C	***	Melissa Benson	B2	1.00							
Toklekmagog Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Toklekmagog. If no new targets exist, Toklekmagog permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Toklekmagog enchanted.	EC	U	**	Daniel Gelon	BB2	4.00							
Touch of Darkness Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	INS	U	***	Pete Venters	B	4.00							
Transmutation Target creature's power and toughness are switched until end of turn. Effects altering power after toughness instead, and vice versa.	INS	C	***	Susan Van Camp	B1	1.00							
Underworld Dreams Do 1 damage to opponent for each card drawn.	EW	U	*****	Julie Baroh	BBB	13.50							



Juxtopose is a fun lil' spell that swaps some of your highest-casting-cost permanents with some of your opponent's. Most of the time, though, your highest-casting-cost creature or artifact is something you want to keep, so Boomerang it back into your hand before casting Juxtopose. You lose your second-most-expensive creature; your opponent loses his most expensive. Nyah-ha

Vampire Bats Flying B. Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	**	Anson Maddocks	B	1.00
Walloping Dead R. Reanimates. 1/1.	SC	C	****	Den Frazier	B1	1.00
Wall of Pure Flesh Prevents damage from white. Damage done to Wall of Pure Flesh by enchanted creatures is reduced to 0.	SC	J	***	Richard Thomas	B2	4.00

• • Creature (Human)	AA1	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Intercept	SC	Summon Creature	
A	Artifact (Human)	LA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Intercept	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Reset Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	••	Nicola Leonard	UUU	6.00
Reverberation Redirect damage from a sorcery to its caster.	INS	R	••••	Justin Hampton	UU2	13.00
Sea King's Blessing Change the color of any number of target creatures to blue until end of turn.	INS	U	••	Randy Asplund-Faith	U	4.00
Segovian Leviathan Islandwalk 3/3.	SC	U	•••	Melissa Benson	U4	4.50
Silhouette Prevent all damage dealt until end of turn to target creature by spells or effects targeting it.	INS	U	•	Kaja Foglio	U4	4.00
Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	Rob Alexander	UU	7.50
Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••	Daniel Galon	UU	10.00
Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	••••	Douglas Shuler	UUU	10.50
Time Elemental Pay UU2, T. Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	SC	R	•••	Amy Weber	U2	35.00
Undertow Creatures with islandwalk may be blocked.	EN	U	••	Randy Asplund-Faith	U2	3.50
Venarian Gold Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	•••	Daniel Galon	UUU	1.00
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	•••	Richard Thomas	U3	1.00
Wall of Wonder UU2. Give Wall of Wonder +4/+4 and enable it to attack. 1/5.	SC	U	••	Richard Thomas	UU2	5.00
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	••	Heather Hudson	U1	2.00

GREEN

Ailing Leprechaun All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	••	Quinton Hoover	G	1.00
Arborea If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.	EW	U	•••	Daniel Galon	GG2	5.00
Avoid Fate Counter target interrupt or enchantment targeting a permanent you control.	INT	C	•	Phil Foglio	G	1.00
Barbary Apes 2/2	SC	C	•••	Bryan Wackwitz	G1	1.50
Cat Warriors Forestwalk 2/2	SC	C	••••	Melissa Benson	GG1	1.00
Cocoon Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.	EC	U	•••	Mark Tedin	G	4.50



■ Does anybody play the Ailing Leprechaun? No? Well here's a trick that makes the lil runt pretty darn useful. Since he can instantly turn green any creature that blocks or is blocked by him, throw a Green Ward on Ailing. Now he's a wall that can block a 10 headed Rock Hydra if need be. Throw a Venom on him to cheer up your opponent.

Concordant Crossroads Creatures may attack or tap during the turn they are brought into play.	EW	R	•••	Amy Weber	G	14.50
Crow Giant Triumph. Rampage: 2, 6/4.	SC	J	••••	Christopher Rush	GGG63	11.50
Deadfall Creatures with forestwalk may be blocked.	EN	U	••	Me Me Thomas	G2	3.50
Darkwood Boars 4	SC	C	•••	Mika Gimble	G4	1.00
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3.	SC	R	•••	Melissa Benson	GG3	11.50

Emerald Dragonfly Flying. GG: First strike until end of turn. 1/1.	SC	C	•	Quinton Hoover	G1	1.00
Eureka Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	Kaja Foglio	GG2	18.00
Fire Sprites Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	••	Julie Borah	G1	1.00
Floral Spuzzem If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	Rob Alexander	G3	4.50
Giant Turtle Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	Jeff A. Menges	GG1	1.00
Glyph of Reincarnation Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	Susan Van Camp	G	1.00
Hornet Cobra First strike. 2/1	SC	C	••	Sandra Everingham	GG1	1.00
Ichneumon Druid Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	Melissa Benson	GG1	4.50
Killer Bees Flying. G. Give Bees +1/+1 until end of turn. 0/1.	SC	R	••••	Phil Foglio	GG1	27.50
Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	Bryan Wackwitz	GG2	16.50
Master of the Hunt GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	Jeff A. Menges	GG2	22.50
Mass Monster 3/6.	SC	C	••	Jesper Myrfors	GG2	1.00
Pixie Queen GGG, T. Give target creature flying until end of turn. 1/1.	SC	R	•••	Quinton Hoover	GG2	11.50
Pradesh Gypsies G1, T. Give target creature -2/-4 until end of turn. 1/1.	SC	U	••	Quinton Hoover	G2	4.00
Rabid Wombat Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.	SC	U	•••	Kaja Foglio	GG2	9.00
Radian Spirit T. Target creature loses flying ability until turn ends. 3/2.	SC	U	••	Christopher Rush	G3	5.00
Rebirth Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.	SOR	R	•••	Mark Tedin	GGG3	9.00
Reincarnation If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.	INS	U	•••	Edward Beard Jr	GG1	4.00
Revelation Play with all cards in hand face up.	EW	R	••	Kaja Foglio	G	10.00
Rust Counter target artifact effect that requires an activation cost.	INT	C	••	Liz Danforth	G	1.00
Shelkin Browne T. Remove the bonding ability from target creature until end of turn. 1/1.	SC	C	•	Douglas Shuler	G1	1.00
Storm Seeker Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	••••	Mark Poole	G3	12.00
Subdue Target creature deals no damage. It gains X toughness, where X equals its casting cost. You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	INS	C	••	Brian Snoddy	G	1.50
Sylvan Library You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	U	••	Harold McNeill	G1	9.00
Sylvan Paradise Change the color of one or more target creatures to green until end of turn.	INS	U	••	Randy Asplund-Faith	G	4.00
Typhoon Do 1 damage to opponent for each island he or she controls.	SOR	R	••	Anson Maddocks	G2	9.50
Untamed Wilds Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterward.	SOR	U	••	Me Me Thomas	G2	4.50
Whirling Dervish Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	••••	Susan Van Camp	GG	10.50
Willow Sartyr T. Gain control of target legend. Lose control of this legend if Willow Sartyr untaps, leaves play, or leaves your control. You may leave Willow Sartyr tapped. 1	SC	R	••	Jeff A. Menges	GG2	11.00
Winter Blast Tap X target creatures. Do 2 damage to each target creature with flying.	SOR	R	•	Kaja Foglio	GX	13.50
Wolverine Pack Rampage. 2 2/4	SC	C	••	Jeff A. Menges	GG2	1.50
Wood Elemental The number of untapped forests you sacrificed when casting Wood Elemental. 1	SC	R	•	Brian Snoddy	G3	8.50

Adun Oaksheild GG1. Take a creature from your graveyard into your hand. 1/2	SC	R	••••	Jeff A. Menges	BGF	12.50
Angus Mackenzie UGW: T. Attacking and blocking creatures deal no damage during combat. 2/2	SC	R	••	Bryan Wackwitz	UG	12.00
Arcades Sabbath Flying. Arcades Sabbath's side gain +2 defense when untapped. W. Give Sabbath +0/+1 until end of turn. Pay UGU during upkeep or bury Arcades Sabbath. 7	SC	R	••	Edward Brand Jr	UGGWH2	26.00
Axelrod Gunnerson Triumph. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5	SC	R	••	Scott Kirschner	BBR	10.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aysha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W 2/2.	SC	R	***	Bryon Wackwitz	UUWW	9.50
Barkloft Warbeard 6/5.	SC	U	***	Andi Rusu	BR4	4.00
Bartle Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SC	R	***	Andi Rusu	BGR3	10.50
Boris Devilboon BR2, T Put a minor demon token, which is a 1/1 red and black creature, into play.	SC	R	***	Jesper Myrtois	BR3	12.00
Chromium Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SC	R	***	Edward Beard Jr	BUUW227.00	
Dakkon Blackblade Equals the number of lands you control. 7/7.	SC	R	***	Richard KaneFerguson	BUUW2	25.50
Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SC	R	***	Daniel Gelon	GGWW3	13.50
Gasta Dirk First strike. Can block islandwalking creatures. 4/4.	SC	R	***	Richard Thomas	UUWW3	10.50
Gwendyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SC	R	***	Julia Boroh	BBUR	14.00
Halldane Make Halldane 3/3 when cast. During upkeep, Halldane may attack the current power and toughness of a target creature besides itself. When there are no legal targets, Halldane is 3/3.	SC	R	***	Melissa Benson	BUW1	10.50
Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put Sand Warrior tokens in play, where is the number of lands you control. Treat each token as a 1/1 red, white, and green creature.	SC	R	***	Richard KaneFerguson	GRW4	13.50
Hunding Gjornersen Rampage: 1. 5/4.	SC	U	***	Richard Thomas	UJ13	4.00
Jacques Le Veri Make all your green creatures +0/+2. 3/2.	SC	U	***	Andi Rusu	GRW1	10.00
Jasmine Boreal 4/5.	SC	U	***	Richard KaneFerguson	GW3	5.00
Jedii Qjanen 5/5.	SC	U	***	Mark Poole	UWW4	5.00
Jerrard of the Closed Fist 6/5.	SC	U	***	Andi Rusu	GGR1	4.00
Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	***	Mark Tadin	GRW3	17.00
Kasimir the Lone Wolf 5/3.	SC	U	***	Richard KaneFerguson	UW4	4.50
Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SC	R	***	Scott Kirschner	GW2	11.00
Lady Galeria T Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	***	Bryon Wackwitz	GGWW3	11.00
Lady Evangela BW, T Target creature deals no damage this turn during combat. 1/2.	SC	U	***	Mark Poole	BUW	9.50
Lady of the Mountain 5/5.	SC	U	***	Richard KaneFerguson	GR4	4.50
Lady Orca 1/4.	SC	U	***	Sandra Everingham	BR5	3.50
Livonya Silona First strike, legendary landwalk. 4/4.	SC	R	***	Richard KaneFerguson	GGR2	11.00
Lord Magnus First strike. Creatures with planeswalk or fortresswalk may be blocked. 4/3.	SC	R	***	Mark Tadin	GW3	5.00
Marshall Elsdagor Rampage: 1. 4/6.	SC	U	***	Mark Poole	GRR3	5.50
Meluchadnezzar Pay X 1 mana a card. Opponent randomly reveals X cards in hand. Opponent must discard any cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	***	Richard KaneFerguson	BU3	18.50
Microl Bolos An opponent damaged by Microl Bolos must discard entire hand. Pay BUR during upkeep. 1/1.	SC	R	***	Edward Beard Jr	BBUR2	30.00
Palladia Mors Flying, trample. Pay WGR during upkeep or bury Palladia Mors. 7/7.	SC	R	***	Edward Beard Jr	GGWW2	25.50
Pavel Moliki BR Givo Pavel Moliki +1/+0 until end of turn. 5/3.	SC	U	***	Andi Rusu	BR4	4.50
Princess Lucezia T Add U to your mana pool (play as an interrupt). 5/4.	SC	U	***	Sandra Everingham	BUJ3	5.00
Raggor BW, T Regenerate target creature. 2/2.	SC	R	***	Melissa Benson	BGW	10.00
Ramirez DePietro First strike. 4/3.	SC	U	***	Phil Engle	BBU3	4.50
Ramzes Overdark T Destroy a target creature with an enchantment on it. 4/3.	SC	R	***	Richard KaneFerguson	BBUJ2	3.50
Rasputin Dreamweaver F 1/1 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/4.	SC	P	***	Andi Rusu	UW4	11.50
Riven Turnbull T Add 1 to your mana pool (play as an interrupt). 5/7.	SC	U	***	Richard KaneFerguson	BU5	4.50
Rohgah of Kher Keep Remove counters of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgah and all Kher Keep are tapped and cannot opponent control. 5/5.	SC	R	***	Edward Beard Jr	BBPR2	12.00



Attack with the your unassuming Toad friend, wait for your opponent to declare blocking, and then use Pendelhaven's fast effect and Chub's own ability to crank him up to a formidable 4/5. What fun.

Suneston Falconer T Add 2 to your mana pool. 4/4.	SC	U	***	Christopher Rush	GR3	4.50
Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	***	Julia Boroh	BUR	14.50
Tobias Andron 4/4.	SC	U	***	Andi Rusu	UW3	4.50
Tor Wauki T Do 2 damage to attacking or blocking creature. 3/3.	SC	U	***	Randy Asplund-Faith	BGR2	5.50
Torsten Von Ursus 5/5.	SC	U	***	Mark Poole	GGW3	5.00
Tukur Deathblock Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	***	Liz Dantforth	GRRR	11.50
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	***	Christopher Rush	BBUJ3	10.50
Vavetics Asmadi Flying, B Gorn +1/+0 until end of turn. R Gorn +1/+0 until end of turn. Pay BGR during upkeep or bury Vavetics Asmadi. 7/7.	SC	R	***	Andi Rusu	BBRRG2	25.00
Xiro Arion Flying, GRB, T: Make target player draw a card. 1/2.	SC	R	***	Melissa Benson	BRG	11.00

Active Yokano Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	***	Brian Soody	R	1.00
Azathi Berserker Rampage: 3. 2/4.	SC	U	***	Melissa Benson	RRR2	5.00
Backdraft Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	L	***	Brian Soody	R1	4.00
Beasts of Bogadon Preferential from red. Gains +1/+1 if opponent controls white cards. 3/3.	SC	J	***	Devin Geyon	R4	5.00
Blazing Effigy When placed in the graveyard from play. Blazing Effigy does 3 damage to target creature. 0/3.	SC	C	***	Susan VanCamp	R1	1.00
Blood Lust Make target creatures +4. 4 until end of turn. This makes toughness no lower than 1.	INS	U	***	Arson Headlock	P1	9.50
Brute, The Target creature gains +1/+0. RRR: Regenerates.	EC	C	***	Mark Poole	R	2.00
Caverns of Despair You may attack with more than 2 creatures, per turn. Sorcery: Destroy all creatures with more than 2 counters on them.	EN	R	***	Harold Walker	PR2	10.00
Chain Lightning Do 3 damage to a target. Whenever Chain Lightning does damage, this instant on target creature may pay RRR for Chain Lightning to do 3 damage to a target at the other end of the chain.	SOR	C	***	Arson Headlock	P1	1.50
Crevasse (Creatures with mountainwalk may be blocked.)	EN	L	***	Rob Alexander	R2	4.00
Crimson Kobolds (Crimson Kobolds are red creatures. 0/1.)	SC	C	***	Arson Headlock	P1	4.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Crimson Mantle Flying R: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	***	Daniel Gelon	RR2	10.00
Crookshank Kobolds Crookshank Kobolds are real creatures. 0/1.	SC	C	•	Christopher Rush	0	.50
Disharmony Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	***	Bryan Wadsworth	R2	10.00
Dwarven Song Change the color of any number of target creatures to red until end of turn.	INS	U	**	Don Frazier	R	4.00
Eternal Warrior Target creature does not tap to attack.	EC	U	****	Anson Maddocks	R	7.00
Falling Star From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	***	Douglas Shuler	R2	11.00



■ We all know Reverberation's a great way to teach people who overuse spells like Earthquake that it's not nice to blast your neighbor, but it's also a great way to get loads of life. First, cast a massive damage spell like Hurricane. Then cast Reverberation, sending all damage done to everything back to you. Then cast Reverse Damage, turning all damage points into life points. Just pray no one counters the Reverse Damage.

Feint Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	**	Brian Snoddy	R	2.00
Firestorm Phoenix Flying Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	****	Jeff A. Menges	RR4	22.50
Frost Giant Rampage: 2, 4/4.	SC	U	***	Daniel Gelon	RRR3	5.00
Giant Strength Make target creature +2/+2.	EC	C	****	Justin Hampton	RR	2.00
Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	**	Susan Van Camp	R	1.00
Gravity Sphere All creatures lose flying ability.	EW	R	*****	Brian Snoddy	R2	16.50
Hyperion Blacksmith T: Tap or untap target artifact opponent controls. 2/2.	SC	U	***	Don Frazier	RR1	4.00
Immolation Make target creature +2/-2.	EC	C	***	Scott Kirschner	R	1.50
Kobold Drill Sergeant Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	**	Julie Baroh	R1	6.50
Kobold Overlord First strike. Give all your Kobolds first strike. 1/2.	SC	U	**	Julie Baroh	R1	13.00
Kobold Taskmaster Give all your Kobolds +1/+0.	SC	U	**	Randy Asplund-Faith	R1	6.00
Kobolds of Khor Keep 0/1.	SC	C	•	Julie Baroh	0	.50
Land's Edge A: Enter play, deal 1 damage to each creature and at any time and no 2 damage to a creature of your choice at the end of the turn.	EW	R	**	Brian Snoddy	RR1	12.00
Mountain Yeti Mountainwalk, protection from white. 3/3.	SC	U	****	Don Frazier	RR2	4.50
Primordial Ooze Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then play 1 per counter on Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	***	Sandra Everingham	R	4.50
Pyrotechnics Do 4 damage divided any way among any number of targets.	SOR	C	****	Anson Maddocks	R4	2.00
Quarterm Trench Gnomes T: In get means produce 1 instead of 1x until end of game. 1/1.	SC	C	**	Don Frazier	R3	9.50
Raging Bull 2/2.	SC	C	**	Randy Asplund-Faith	R2	.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Spinal Villain T: Destroy target blue creature. 1/2.	SC	R	***	Anson Maddocks	R2	15.00
Storm World Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	**	Christopher Rush	R	9.50
Tempest Efreit T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreit in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreit in caster's graveyard. 3/3.	SC	R	•	Ne Ne Thomas	RRR1	9.50
Wall of Dust Creatures blocked by Wall may not attack during opponent's next turn. 1/4.	SC	U	**	Richard Thomas	R2	4.50
Wall of Earth 0/6.	SC	C	****	Richard Thomas	R1	1.00
Wall of Heat 2/6.	SC	C	***	Richard Thomas	R2	1.00
Wall of Opposition T: +1/+0 until end of turn. 0/6.	SC	R	***	Harold McNeill	RR3	10.50
Winds of Change All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	EW	U	***	Justin Hampton	R	5.50

WHITE

Akron Legionnaire Of your non-artifact creatures, only Akron Legionnaire may attack. B/4.	SC	R	•	Mark Pool	WW6	10.00
Alabaster Polion Give target player X life or prevent X damage to target creature or player.	INS	C	****	Harold McNeill	WWX	1.50
Amrou Kithkin Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.	SC	C	**	Quinton Hoover	WW	1.00
Angelic Voices Give all your creatures +1/+1 if you control only white or artifact creatures.	EN	R	***	Julie Baroh	WW2	16.00
Cleance Destroy all black creatures in play.	SOR	R	****	Phil Foglio	WW2	15.50
Clergy of the Holy Nimbus If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.	SC	C	**	Daniel Gelon	W	.50
D'Avenant Archer T: Do 1 damage to attacking or blocking creature. 1/2.	SC	C	***	Douglas Shuler	W2	2.00
Divine Intervention Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.	EN	R	***	Amy Weber	WW6	10.50
Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	****	Jeff A. Menges	W1	2.00
Divine Transformation Give target creature +3/+3.	EC	R	****	Ne Ne Thomas	WW2	16.00
Elder Land Worm Temple: Elder Land Worm cannot attack until it has been assigned to block. 5/5.	SC	R	***	Quinton Hoover	WWW4	13.50
Enchanted Being Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.	SC	C	•	Douglas Shuler	WW1	1.50
Equinox Top target land to counter a spell that destroys your land (play as an interrupt).	EL	C	**	Susan Van Camp	W	2.50
Fortified Area Give all your walls +1/+0 and banding.	EN	U	**	Randy Asplund-Faith	WW1	3.50
Glyph of Life Add to your life points damage done to target wall by attacking creatures.	INS	C	•	Susan Van Camp	W	.50
Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	**	Mark Poole	W	4.00
Great Wall Creatures with plainswalk may be blocked.	EN	U	•	Sandra Everingham	W2	3.50
Greater Realm of Preservation W1: Prevent all damage to you from a red or black source.	EN	U	****	Ne Ne Thomas	W1	8.50
Heaven's Gate Change the color of one or more target creatures to white until end of turn.	INS	U	**	Douglas Shuler	W	4.00
Holy Day Creatures attack and block as normal but deal no damage.	INS	C	***	Justin Hampton	W	1.50
Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	**	Mark Poole	W	1.00
Infinite Authority After combat, destroy all creatures with toughness 3 or less and/or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	**	Douglas Shuler	WWW	11.00
Ivory Guardians Protect non from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	**	Melissa Benson	WW4	5.00
Keepers of the Faith 2/3.	SC	C	**	Daniel Gelon	WW1	1.00
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	****	Kaja Foglio	W3	10.50
Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	U	****	Brian Snoddy	W	7.50
Lifeflood Take 1 life whenever opponent taps a mountain.	EN	R	****	Mark Tedin	WW2	10.50
Moat Non-flying creatures cannot attack.	EN	U	***	Jeff A. Menges	WW2	23.00
Osai Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	C	•	Don Frazier	W1	1.00
Petra Sphinx T: In get means produce 1 instead of 1x until end of game. 1/1.	SC	R	•	Sandra Everingham	WWW2	14.50

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Presence of the Master Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	***	Phil Foglio	W3	6.50
Rapid Fire Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	•	Justin Hampton	W3	9.00
Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	**	Brian Snoddy	W	1.50
Righteous Avengers Plainswalk, 3/1.	SC	U	***	Heather Hudson	W4	4.50
Seeker Target creature may only be blocked by white or artifact creatures.	EC	U	***	Mark Poole	WW2	4.50
Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	**	Douglas Shuler	W1	4.00
Spirit Link Take 1 life for every point of damage target creature does.	EC	U	***	Kojo Foglio	W	18.50
Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep.	EN	R	***	Arny Weber	WW2	10.00
Thunder Spirit Flying, first strike, 2/2.	SC	R	****	Randy Asplund-Faith	WW1	24.00
Tundra Wolves First strike, 1/1.	SC	C	**	Quinton Hoover	W	1.50
Visions Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	**	Né Né Thomas	W	4.50
Wall of Caltrops If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains bonding until end of turn. 2/1.	SC	C	•	Brian Snoddy	W1	1.00
Wall of Light Protection from black.	SC	U	***	Richard Thomas	W2	4.00

LANDS

Adventurer's Guildhouse All your green legends may band with other legends.	LAN	U	•	Tom Wänerstrand		3.00
Cathedral of Serra All your white legends may band with other legends.	LAN	U	•	Mark Poole		3.00
Hammerheim Legendary: T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	****	Bryan Wackwitz		4.00
Karakas Legendary: T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	****	Nicola Leonard		4.50
Mountain Stronghold All your red legends may band with other legends.	LAN	U	•	Tom Wänerstrand		2.50
Pendelhaven Legendary: T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	****	Bryan Wackwitz		5.00
Searfer's Quay All your blue legends may band with other legends.	LAN	U	•	Tom Wänerstrand		2.50
Tabernacle of Pendrell Vale Legendary: All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	***	Nicola Leonard		18.00
Talaria Legendary: T: Add U to your mana pool. T: During upkeep, remove bonding ability from target creature until end of turn.	LAN	U	***	Nicola Leonard		4.00
Unholy Citadel All your black legends may band with other legends.	LAN	U	•	Mark Poole		2.50
Urburg Legendary: T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.	LAN	U	***	Bryan Wackwitz		4.00

THE DARK

Booster Pack \$7.00
Booster Box \$300.00
Full Set (119) \$200.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Barl's Cage 3 Target creature does not untap as usual in its controller's next untap phase.	ART	R	****	Tom Wänerstrand	4	5.00
Bane Flute 1 Give all creatures -1/-0 until end of turn.	ART	U	***	Christopher Rush	2	1.50
Book of Rass 2 Sacrifice 2 life to draw 1 card.	ART	U	**	Sandra Everingham	6	2.50
Coral Golem 3 Sacrifice Golem to add RPB to your mana pool.	AC	U	•	Christopher Rush	5	2.50
Dark Sphere 1 Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	****	Mark Tein	0	4.00
Diabolic Machine 3 Regenerates 4/4.	AC	U	•	Anson Maddocks	7	3.00
Fellwar Stone 1 Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	****	Quinton Hoover	2	4.00

•/• Enchanted Bonus	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant Work	INT Interrupt	SOR Sorcery
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EH Enchantment	INS Instant	LAN Land	

Fountain of Youth 2, T: Gain 1 life.	ART	U	****	Daniel Gelon	0	4.50
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.	ART	U	***	Anson Maddocks	4	3.50
Necropolis Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.	AC	U	**	Né Né Thomas	5	2.00
Reflecting Mirror X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.	ART	U	***	Mark Poole	4	4.50
Runesword 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.	ART	U	**	Christopher Rush	6	3.50
Scarecrow 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.	AC	U	***	Anson Maddocks	5	4.00
Skull of Orm 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	***	Tom Wänerstrand	3	5.00
Standing Stones 1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	•	Sandra Everingham	3	2.50
Stone Calendar Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	***	Arny Weber	5	6.00
Tormod's Crypt 1 Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.	ART	U	****	Christopher Rush	0	4.00
Tower of Cairell T: Make target creature unblockable by walls until end of turn.	ART	U	**	Don Frazier	2	2.00
Ward of Ith 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice 1 life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Ward of Ith may only be used during controller's turn.	ART	U	****	Quinton Hoover	4	3.00
War Barge 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	****	Tom Wänerstrand	4	4.00

BLACK

Ashes to Ashes Remove two non-artifact creatures from the game and lose 5 life.	SOR	C	***	Drew Tucker	BB1	.50
Banshee X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	**	Jesper Myrfort	BB2	3.00
Bog Imp Flying, 1/1.	SC	C	**	Ron Spencer	B1	.50
Bog Rats Cannot be blocked by walls. 1/1.	SC	C	***	Ron Spencer	B	.50



Cast Heaven's Gate, making all your opponent's creatures white, then cast Martyr's Cry, sending all white creatures to the graveyard. The only downside is that for every creature lost this way, the owner of that creature draws a card. It's OK, though. If your opponent starts with the "Oh man, wait till you see what I bring out!" nonsense, throw down a Wheel of Fortune. That'll shut him up.

Curse Artifact Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	•	Mark Tein	BB2	2.50
Enter of the Dead Choose a creature in any graveyard and remove it from the game. (Laptop Later at the Dead, 3/4)	SC	U	***	Jesper Myrfort	B4	5.00
Fallen During controller's upkeep, does 1 damage to every opponent it has previously damaged 2/3.	SC	U	**	Jesper Myrfort	BBB1	3.50
Frankenstein's Monster 1 Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	SC	R	***	Anson Maddocks	BBV	4.00

•/• Enchanted Bonus	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant Work	INT Interrupt	SOR Sorcery
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EH Enchantment	INS Instant	LAN Land	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Grave Robbers	SC	R	***	Quinton Hoover	BB1	6.50
B, T. Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Inquisition	SOR	C	•	Anson Maddocks	B2	.50
Examine target player's hand. Do 1 damage to for each white card in hand.						
Marsh Gas	INS	C	•	Douglas Shuler	B	.50
Make all creatures -2/-0 until end of turn.						
Murk Dwellers	SC	C	***	Drew Tucker	B3	.50
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.						



■ The Nether Shadow is one of the few creatures that can attack the turn it's summoned. On top of that, it instantly reincarnates itself whenever three creatures are over it in the graveyard! With four in play, you're almost guaranteed a continuous supply of little critters. Great way to feed the Lord of the Pit.

Nameless Race	SC	R	***	Quinton Hoover	B3	6.50
Trampl. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */.						
Rag Man	SC	R	***	Daniel Galan	B82	7.00
BB8, T. Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Season of the Witch	EN	R	**	Jesper Myrtofs	BB8	5.00
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.						
Uncle Istvan	SC	U	***	Daniel Galan	BB81	4.50
Creatures cannot damage Uncle Istvan. 1/3.						
Word of Binding	SOR	C	***	Ron Spencer	BBX	.50
Tap X creatures.						
Worms of the Earth	EN	R	•	Anson Maddocks	BB82	5.50
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						

Amnesia	SOR	U	***	Mark Poole	UUU3	4.00
Examine target player's hand. Target discards all non-land cards in hand.						
Apprentice Wizard	SC	R	***	Don Frazier	UU1	5.50
U, T. Add 3 to your mana pool (play as an interrupt). 0/1.						
Dance of Many	EN	R	***	Sandra Everingham	UU	6.50
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Deep Water	EN	C	•	Jeff A. Menges	UU	.50
U. All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Drowned	SC	C	•	Quinton Hoover	U1	.50
B Regenerates. 1/1						
Electric Eel	SC	U	•	Anson Maddocks	U	2.00
RR. Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Erosion	EL	C	**	Pete Ventres	UUU	.50
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Flood	EN	U	***	Denise Dewler	U	2.50
UUU. Top target non-flying creature.						
Ghost Ship	SC	C	***	Tom Wänerstrand	UU2	.50
Flying. UUU: Regenerates. 2/4.						
Giant Shark	SC	C	**	Tom Wänerstrand	US	.50
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and mauls until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
Leviathan	SC	R	***	Mark Tadin	UUU15	8.50
Trampl. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Mana Vortex	EN	R	**	Douglas Shuler	UU1	6.00
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						
Merfolk Assassin	SC	U	***	Denise Dewler	UU	5.00
T. Destroy target creature that has islandwalk. 1/2						
Mind Bomb	SOR	R	**	Mark Tadin	U	5.00
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
Psychic Alchemy	EN	R	***	Mark Tadin	UU3	5.50
Choose a color when Psychic Alchemy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two lands during your upkeep or destroy Psychic Alchemy.						

Riptide	INS	C	**	Randy Asplund-Faith	U	.50
Tap all blue creatures.						
Sunken City	EN	C	***	Jesper Myrtofs	UU	.50
All blue creatures gain +1/+1. Pay UU during upkeep or destroy Sunken City.						
Tangle Kelp	EC	U	**	Rob Alexander	U	2.00
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.						
Water Wurm	SC	C	**	Ron Spencer	U	.50
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						

Carvenous Plant	SC	C	***	Quinton Hoover	G3	.50
4/5.						
Elves of Deep Shadow	SC	U	***	Jesper Myrtofs	G	3.00
T. Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Gaea's Touch	EN	C	***	Mark Poole	GG	1.00
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Hidden Path	EN	R	***	Rob Alexander	G6662	6.50
All green creatures gain forestwalk.						
Land Leeches	SC	C	**	Quinton Hoover	G61	.50
First strike. 2/2.						
Lurker	SC	R	**	Anson Maddocks	G2	5.00
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
Marsh Viper	SC	C	***	Ron Spencer	G3	.50
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
Wail Salvain	SC	R	***	Christopher Rush	G66	5.00
GGGG. T. Regenerate target creature. 2/2.						
People of the Woods	SC	U	***	Drew Tucker	G6	3.50
...number of forests controlled by controller of People of the Woods. 1/.						
Savven Elves	SC	C	**	Ron Spencer	G	.50
GG. T. Destroy target enchant land. 1/1.						
Scarwood Bandits	SC	R	***	Mark Poole	G62	5.50
Forestwalk. G2. T. Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	***	Anson Maddocks	G1	3.00
GGGG. T. Give target creature forestwalk until end of turn. T. Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	***	Denise Dewler	G	.50
G1. Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Spitting Slug	SC	U	**	Anson Maddocks	G61	2.00
G1. Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Tracker	SC	R	***	Jeff A. Menges	G61	6.50
GG. T. Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/4.						
Yemen	EC	C	***	Tom Wänerstrand	G61	1.00
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Whippoorwill	SC	U	***	Douglas Shuler	G	3.00
GG. T. Target creature may not regenerate or be the target of damage-preventing or damage-reducing spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Wormwood Treefolk	SC	R	***	Jesper Myrtofs	G63	5.50
GG. Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB. Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.						

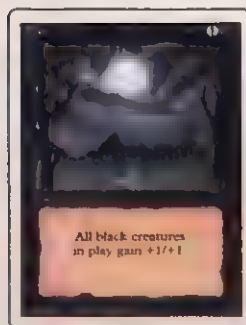
Dark Heart of the Wood	EN	C	***	Christopher Rush	BG	.50
Sacrifice a forest to gain 3 life.						
Marsh Goblins	SC	C	**	Quinton Hoover	BR	.50
Swampwalk. 1/1						
Scarwood Goblins	SC	C	**	Ron Spencer	GR	.50
2/2						

Bolt Lightning	SC	R	***	Quinton Hoover	BBR	12.00
Trampl. Bolt Lightning may attack in the turn in which it is summoned. Bury Bolt Lightning at the end of the turn in which it was summoned. 6/1						
Blood Moon	EN	R	***	Tom Wänerstrand	R2	8.50
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
Brothers of Fire	SC	U	**	Mark Tadin	RR1	3.00
RR1. Do 1 damage to any target as well as 1 damage to you. 2/2.						
Cave People	SC	U	***	Drew Tucker	RR1	3.00
Cave People get +1/2 until end of turn when they are declared an attacker. RR1. T. Give target creature mountainwalk until end of turn. 1/4.						
Eternal Flame	SOR	R	**	Mark Poole	RR1	5.50
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up. 1/2.						
Fire Drake	SC	U	**	Christopher Rush	RR1	2.50
Flying. R. +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2						
Fissure	INS	C	***	Douglas Shuler	RR3	.50
Bury target land or creature.						
Goblin Gaves	EL	C	**	Drew Tucker	RR1	.50
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Digging Team	SC	C	***	Ron Spencer	R	.50
T. Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Hero	SC	C	**	Mark Tadin	R2	.50
2/2						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Goblin Rock Sled Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	Denise Dethlefer	R1	.50
Goblin Shrine If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	Ron Spencer	RR1	.50
Goblin Wizard T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	•••	Daniel Gelon	RR2	6.50
Goblins of the Flarg Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.	SC	C	•••	Tom Wänerstrand	R	.50
Inferno Do 6 damage to all players and all creatures.	INS	R	•••	Randy Asplund-Faith	RR5	6.00
Mona Clash Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	•	Mark Tedin	R	4.50
Orc General T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	•	Jesper Myrtofs	R2	3.00
Sisters of the Flame T: Add R to your mana pool (play as an interrupt). 2/2.	SC	U	•••	Jesper Myrtofs	RR1	3.00

WHITE

Angry Mob Trample. During Angry Mob's controller's turn, =total number of swamps all opponents control. Otherwise, =0. 2+7/2+.	SC	U	••••	Drew Tucker	WW2	4.50
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	•	Christopher Rush	WWW	3.00
Brainwash Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.	EC	C	••	Pete Ventres	W	.50
Cleansing All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.	SOR	R	•••	Pete Ventres	WWW	5.50
Dust to Dust Remove any two target artifacts from the game.	SOR	C	•••	Drew Tucker	WW1	.50
Exorcist W1, T: Destroy target black creature. 1/1.	SC	R	•••	Drew Tucker	WW	7.00
Fasting Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeep.	EN	U	••	Douglas Shuler	W	2.00
Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	••	Mark Poole	W	.50
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	••	Jeff A. Menges	WW3	2.50
Holy Light Give all non-white creatures -1/+1 until end of turn.	INS	C	••	Drew Tucker	W2	.50
Knights of Thorn Protection from red, banding. 2/2.	SC	R	••••	Christopher Rush	W3	6.50



■ A Breeding Pit is a neat 1/1 enchantment that can pump out 0/1 black Thrulls, but combine that with some Bad Moons—which give all black creatures a +1/+1—and you create a swarm that'll make your opponent crap his shorts.

Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	•••	Jeff A. Menges	WW	4.50
Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	•••	Ron Spencer	W	.50
Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	••	Mark Poole	WW1	.50
Pektemun Banding, first strike. 1/1.	SC	C	•••	Denise Dethlefer	W1	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Preacher T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	•••	Quinton Hoover	WW1	10.00
Squire 1/2.	SC	C	•	Denise Dethlefer	W1	.50
Tivadar's Crusade All Goblins are destroyed.	SOR	U	•	Denise Dethlefer	WW1	2.00
Witch Hunter T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.	SC	R	••••	Jesper Myrtofs	WW2	8.00

LANDS

City of Shadows T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	••	Tom Wänerstrand		5.50
Maze of Ills T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	Anson Maddocks		6.50
Safe Haven 2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••••	Christopher Rush		7.00
Sorrow's Path T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	Randy Asplund-Faith		3.50

FALLEN EMPIRES

Booster Pack	\$1.50
Booster Box	\$70.00
Full Set (187)	\$60.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Aeolipile 1, T: Sacrifice Aeolipile to deal 2 damage to any target.	ART	R	•••	Heather Hudson	1	2.00
Balm of Restoration 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.	ART	R	••	Margaret Organ-Kean	2	2.00
Conch Horn 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.	ART	R	•••	Phil Foglio	2	1.50
Deil's Cone T: Sacrifice Deil's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	••	Mark Tedin	0	.50
Deil's Cube 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Deil's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	••••	Mark Tedin	0	1.50
Draconian Cylax 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	••	Edward Beard Jr.	2	2.00
Elen Lyra 1, T: Sacrifice Elen Lyra to make a target creature +2/+2 until end of turn.	ART	R	••	Kaia Foglio	2	1.50
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	••••	Margaret Organ-Kean	2	2.00
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	•••••	Douglas Shuler	5	2.50
Spirit Shield 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	•••	Scott Kirschner	3	2.00
Zelyon Sword 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	•••	Scott Kirschner	3	2.50

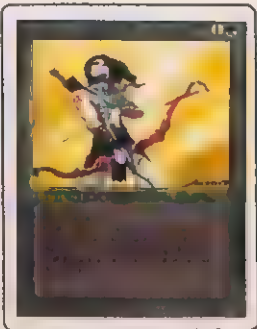
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Armor Thrull T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: Scott Kirschner, Jeff A. Menges, Ron Spencer, Pete Ventres. 1/3.	SC	C	••••	Multiple	B2	.50
Basil Thrull T: Sacrifice Basil Thrull to add BB to your mana pool. Artists: Kaia Foglio, Phil Foglio, Richard Kane-Ferguson. 1/2.	SC	C	•	Multiple	B	.50
Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury.	EN	U	••••	Anson Maddocks	B3	2.00
Derelor Your black spells cost an additional B. 4/4.	SC	R	••	Anson Maddocks	B3	2.00
Ebon Pretor Trample, first strike. Put a -2/-2 counter on Ebon Pretor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	•••	Randy Asplund-Faith	B4	3.50
Hymn to Tournach Target player randomly discards two cards in hand. Artists: Liz Denforth, Quinton Hoover, Scott Kirschner, Susan Van Camp.	SOR	C	••••	Multiple	BB	.50
Initiates of the Ebon Hand 1: Add B to your mana pool (play as an interrupt). Bury Initiates if the Ebon Hand 1 more than a is spent this way in one turn. Artists: Liz Denforth, Kaia Foglio, Heather Hudson. 1.	SC	C	•	Multiple	B	.50

e/a	Enchanted/Enchant	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Sacrifice Creature
M	Mana			EE	Enchant Enchantment	EN	Enchant	INS	Instant	JAN	Javelin		

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Mindstab Thrull SC C ** Multiple BB1 .50 If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Heather Hudson, Richard Kane-Ferguson, Mark Tedin. 2/2.						
Necrite SC C ** Multiple BB1 .50 If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: Christopher Rush, Ron Spencer, Drew Tucker. 2/2.						
Order of the Ebon Hand SC C **** Multiple BB .50 Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: Melissa Benson, Christopher Rush, Ron Spencer. 2/1.						
Soul Exchange SOR U **** Anthony Waters BB 1.50 Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Thrull Champion SC R **** Daniel Gelon B4 3.50 All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.						
Thrull Retainer EC U **** Ron Spencer B 1.00 Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Thrull Wizard SC U **** Anson Maddocks B2 .50 B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Tourach's Chant EN U ** R. Kane-Ferguson BB1 .50 Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Tourach's Gate EL R ** Sandra Everingham BB1 3.00 You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Deep Spawn SC U ** Mark Tedin UUU5 1.00 Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
High Tide INS C **** Multiple U .50 All islands produce an additional U until end of turn. Artists: Anson Maddocks, Drew Tucker, Amy Weber.						
Homarid SC C * Multiple U2 .50 Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets 1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: Quanton Hoover, Heather Hudson, Mark Tedin, Bryan Workwitz. 2/2.						
Homarid Shaman SC R *** Amy Weber UU2 2.50 U: Tap target green creature. 2/1.						
Homarid Spawning Bed EN U **** Douglas Shuler UU 1.00 UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						



Yeah, Howl from Beyond can go in and eat away at your opponent's life points, but it can also save you from takin' a beatin'. Have a big boy like the Obsidian Golem coming your way? Block with your Elvish Archers and Howl away. The Golem gets smeared; the Elves lives to fight again.

Homarid Warrior SC C * Multiple U4 .50 U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: Randy Asplund-Faith, Daniel Gelon, Douglas Shuler. 3/3.						
Marseline EC C *** Multiple UU2 .50 Put 3 not counters on Marseline when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: Heather Hudson, Margaret Organ-Keon, Drew Tucker, Pete Venters.						
River Merfolk SC R **** Douglas Shuler UU 2.50 U: Give River Merfolk mountainwalk until end of turn. 2/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Seasinger SC U *** Amy Weber UU1 2.50 T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.						
Sylvanite Priest SC U *** Ron Spencer U1 .50 UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.						
Tidal Flats EN C ** Multiple U .50 UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: Rob Alexander (two versions), Sandra Everingham.						
Tidal Influence EN U ** Tom Wänerstrand U2 .50 Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.						
Vodalian Knights SC R **** Susan Van Camp UU1 4.00 First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.						
Vodalian Mage SC C *** Susan Van Camp U2 .50 U, T: Counter a target spell unless caster pays an additional 1. 1/1.						
Vodalian Soldiers SC C * Melissa Benson U1 .50 Artists: Melissa Benson, Richard Kane-Ferguson, Jeff A. Menges, Susan Van Camp. 1/2.						
Vodalian War Machine SC R *** Amy Weber UU1 2.50 Tap target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Elven Fortress EN C ** Multiple G .50 G1: Give target blocker +0/+1 until end of turn. Artists: Rob Alexander, Mark Poole, Pete Venters, Tom Wänerstrand.						
Elvish Farmer SC R *** R. Kane-Ferguson G1 3.50 Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter SC C **** Multiple G1 .50 G1, T: Target creature does not untap normally during controller's untap phase. Artists: Anson Maddocks, Mark Poole, Susan Van Camp. 1/1.						
Elvish Scout SC C *** G .50 G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: Mark Poole, Christopher Rush, Pete Venters. 1/1.						
Feral Thallid SC U ** Rob Alexander GGG3 2.00 Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fungal Bloom EN R **** Daniel Gelon GG 4.00 GG: Put a spore counter on target Fungus.						
Night Soil EN C *** Multiple GG .50 T: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sandra Everingham, Heather Hudson, Drew Tucker.						
Spore Cloud INS C **** Multiple GG1 .50 Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: Jasper Myrtois, Susan Van Camp, Amy Weber.						
Spore Flower SC U *** Margaret Organ-Keon GG .50 Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
Thallid SC C ** Multiple G .50 Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: Edward Beard Jr., Daniel Gelon, Jasper Myrtois, Ron Spencer. 1/1.						
Thallid Devourer SC U ** Ron Spencer GG1 1.00 Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
Thelon's Chant EN U *** Melissa Benson GG1 1.50 Do 3 damage to any player who puts a swamp into play without putting a 1/1 counter on a creature he controls.						
Thelon's Curse EN R *** Pete Venters GG 2.50 Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
Thelonite Druid SC U **** Margaret Organ-Keon G2 1.00 G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk SC R **** Bryan Workwitz GG2 3.50 T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
Thorn Thallid SC C **** Multiple GG1 .50 During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: Daniel Gelon, Heather Hudson, Jasper Myrtois, Mark Tedin. 2/2.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Brassclaw Orcs SC C * Multiple R2 .50 Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexander, Don Frazier, Heather Hudson. 3/2.						
Dwarven Armorer SC R **** Bryan Workwitz R 3.00 P: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Catapult INS U **** Jeff A. Menges RX 1.00 Does 4 damage, divided evenly among all of your opponent's creatures (round down).						

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Dwarven Lieutenant	SC	U	•	Jeff A. Menges	RR	.50
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Soldier	SC	C	••	Douglas Shuler	R1	.50
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.						
Goblin Chirurgeon	SC	C	•••	Multiple	R	.50
Sacrifice a Goblin to regenerate a creature. Artists: Phil Foglio, Dan Frazier, Daniel Gelon. 0/2.						
Goblin Howler	SC	R	•••	Tom Wästerstrand	R2	2.50
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Howler get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	•••	Multiple	R	.50
Sacrifice a Goblin to deal 5 damage to a target. Artists: Dan Frazier, Christopher Rush, Ron Spencer.						
Goblin Kites	EN	U	•	Anson Maddocks	R1	.50
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin War Drums	EN	C	•••••	Multiple	R2	.50
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dan Frazier, Heather Hudson, Richard Kane-Ferguson, Jeff A. Menges.						
Goblin Warrens	EN	R	••••	Dan Frazier	R2	3.00
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Orcish Captain	SC	U	•	Mark Tedin	R	.50
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Spy	SC	C	••••	Multiple	R	.50
T: Look at the top 3 cards in target player's library. Return them in order. Artists: Daniel Gelon, Susan Van Camp, Pete Venters. 1/1.						
Orcish Veteran	SC	C	••	Multiple	R2	.50
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: Melissa Benson, Dan Frazier, Quinton Hoover, Douglas Shuler. 2/2.						
Orgg	SC	R	•••	Daniel Gelon	RR3	2.50
Temple. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.						
Raiding Party	EN	U	•••	Quinton Hoover	R2	.50
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						

Combat Medic	SC	C	••••	Multiple	W2	.50
W1: Prevent 1 damage to a player or creature. Artists: Edward Beard Jr., Liz Danforth, Anson Maddocks, Susan Van Camp. 0/2.						
Farrell's Mantle	EC	U	•••	Anthony Waters	W2	.50
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrell's Mantle enchants.						
Farrell's Zealot	SC	C	••	Multiple	WW1	.50
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrell's Zealot deals no damage. Artists: Edward Beard Jr., Melissa Benson, Richard Kane-Ferguson. 2/2.						
Ferrelite Priest	SC	U	••••	Phil Foglio	W2	.50
1 Add W to your mana pool (play as an interrupt). Bury Ferrelite Priest if more than 3 is spent in this way in one turn. 1/3.						
Hand of Justice	SC	R	•••••	Melissa Benson	W5	5.50
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Herodism	EN	U	•	Mark Poole	W2	.50
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Icatian Infantry	SC	C	••	Multiple	W	.50
1 Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: Edward Beard Jr., Christopher Rush, Douglas Shuler, Drew Tucker. 1/1.						
Icatian Javelineers	SC	C	••	Multiple	W	.50
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: Edward Beard Jr., Melissa Benson, Scott Kirschner. 1/1.						
Icatian Lieutenant	SC	R	•	Pete Venters	WW	2.00
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icatian Moneychanger	SC	C	•••	Multiple	W	.50
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: Edward Beard Jr., Melissa Benson, Drew Tucker. 0/2.						
Icatian Phoenix	SC	U	•••	Kaja Foglio	W4	1.00
Bands. 2/4.						
Icatian Priest	SC	U	•••	Drew Tucker	W	.50
WW1: Make target creature +1/+1 until end of turn. 1/1.						
Icatian Scout	SC	C	••••	Multiple	W	.50
1 T: Give target creature first strike until end of turn. Artists: Rob Alexander, Phil Foglio, Richard Kane-Ferguson, Douglas Shuler. 1/1.						
Icatian Skirmisher	SC	R	•••	Heather Hudson	W3	3.50
Bands. First strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.						
Icatian Town	SOR	R	•••••	Tom Wästerstrand	W5	4.00
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
Order of Leithor	SC	C	•••	Multiple	WW	.50
Protection from black. WW +1/+0 until end of turn. W first strike until end of turn. Artists: Rondy Asplund-Faith, Bryon Weckwitz (two versions). 2/1.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
LANDS						
Bottomless Vault	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Dwarven Hold	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						



Reincarnation, when cast upon one of your creatures that was just killed, allows you to bring one creature from your graveyard directly into play. Cast Reincarnation, then clear the board by casting Wrath of God, automatically giving you numerical superiority.

Havenwood Battleground	LAN	U	•	Mark Poole		1.00
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Hollow Trees	LAN	R	•••	Pat Morrissey		2.50
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Icatian Stone	LAN	R	•••	Pat Morrissey		3.00
Comes into play tapped. You may leave Icatian Stone tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Rainbow Vale	LAN	R	•••	Kaja Foglio		3.00
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
Ruins of Trokair	LAN	U	•	Mark Poole		1.50
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Sand Silos	LAN	R	•••	Pat Morrissey		2.50
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Syrelunite Temple	LAN	U	•	Mark Poole		1.00
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Syrelunite Temple to add UU to your mana pool.						

MISCELLANEOUS

Arauc	LAN	R	••••	Rob Alexander		9.00
3 T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Giant Badger	SC	R	••••	Liz Danforth	GG1	6.00
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Nalathai Dragon	SC	R	••••	Michael Whelan	RR2	5.50
Flying. Bands. R: +1/+0 until end of turn. Bury Nalathai Dragon if more than RRR is spent in this manner in one turn. 1/1.						
Sewars of Estark	INS	R	•••	Melissa Benson	BB2	5.00
If to get creature attacking, it may not be blocked with an enchantment. T: Target creature is exiled. 1 neither deals damage to nor takes damage from blocking creatures.						
Windsweeper Centaur	SC	R	•••	Anson Maddocks	RR1	6.00
Does not tap to attack. 2/2.						

e/a	Restricted/Banned	AM	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AL	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EM	Enchant Mountain	NS	Non-Spell	SA	Spell Amplifier	SD	Summon Dragon

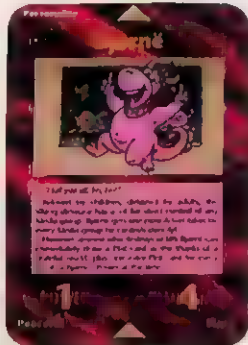
Name	Rarity	Rating	Price	Name	Rarity	Rating	Price
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LIMITED EDITION

Booster Pack	\$2.00
Booster Box	\$75.00
Starter Set	\$8.95

Name	Rarity	Rating	Price
ILLUMINATI			
Adepts of Hermes	C	****	2.00
Bavarian Illuminati	C	****	2.00
Bermuda Triangle	C	****	2.00
Discordian Society	C	****	2.00
Gnomes of Zurich	C	****	2.00
Network, The	C	****	2.00
Servants of Cthulhu	C	****	2.00
Shangri-La	C	****	2.00
UFOs	C	****	2.00



Groups

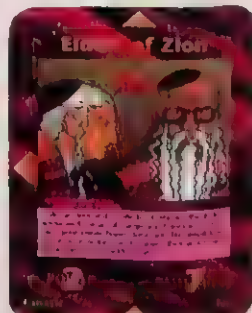
Groups	Rarity	Rating	Price
Personalities			
Al Gore	C	..	.50
Bill Clinton	C	..	.50
Bjornell	C50
Count Dracula	R	****	4.00
Don Quixote	C50
Elvis	R	..	5.00
Fidel Castro	U	..	2.00
George Bush	C	..	.50
Gorda Remora	C	..	.50
Hillary Clinton	C	..	.50
Imelda Staunton	C	..	.50
Jimmy Hoffa	R	****	4.00
Manuel Noriega	U	..	2.00
Margaret Thatcher	U	..	2.00
Media Sensation	C	..	.50
Nancy Reagan	R	..	4.00
Offie North	U	..	2.00
Prince Charles	U	..	2.00
Princess Di	U	..	2.00
Ronald Reagan	C	..	.50
Ross Perot	R	...	4.00
Saddam Hussein	U	..	2.00

Places

Brazil	C	..	.50
California	C50
Canada	R	..	4.00
Center For Disease Control	U	...	2.00
China	R	...	4.00
Dinosaur Park	U	..	2.00
England	C50
Finland	R	****	4.00
France	C	..	.50
Germany	R	****	6.00
Hawaii	C	..	.50
Hollywood	U	..	2.00
Israel	R	****	4.00
Italy	R	..	6.00
Japan	C	..	.50
Las Vegas	C	****	.50
Moanbase	C	..	.50
New York	U	****	2.00
Orbit One	U	..	2.00
Pentagon	C	..	.50
Russia	C	..	.50
Silicon Valley	U	..	2.00
Spacehenge	C	..	.50
Switzerland	C	..	.50
Texas	R	****	6.00
Vatican City	C	..	.50

Others

A.M.A.	C50
American Autoduel Association	C	..	.50
Anti-Nuclear Activists	C	..	.50
Antitox Activists	R	****	4.00
Bank of England	R	****	4.00
B.A.T.F.	U	..	3.00
Big Media	C50
Black Activists	C	..	.50
Boy Scouts	C	..	.50
Cable TV	C50
Cattle Mutilators	R	****	4.00
CFLAO	R	****	4.00
Church of Elvis	U	..	2.00
C.I.A.	R	..	6.00
Clone Arrangers	C50
Comic Books	U	..	2.00
Congressional Wives	U	...	2.00
Conspiracy Theorists	C	****	.50
Cycle Gangs	C	..	.50



Democrats	U	...	2.00
Dentists	C	..	.50
Deprogrammers	U	...	4.00
Druids	C	****	.50
Eco-Guerrillas	C	..	.50
EFF	R	..	4.00
Fidlers of Zion	R	****	4.00
Empty Voe	C	...	3.50

Name	Rarity	Rating	Price
Evil Geniuses for a Better Tomorrow	R	****	4.00
Fast Food Chains	C	**	.50
F.B.I.	C	****	.50
Federal Reserve	U	**	2.00
Feminists	U	**	2.00
Fiendish Fluoridators	C	***	.50
Fiat Earthers	C	**	.50
Ford Motor Company	C	***	.50
Fraternal Orders	C	***	.50



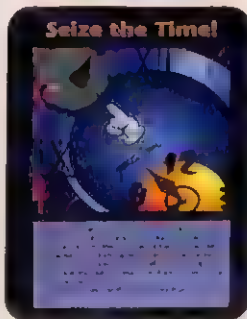
Fred Birch Society	R	***	4.00
Gay Activists	U	**	2.00
Girls Magazines	C	***	.50
Goldfish Fanciers	C	**	4.00
Gun Lobby	C	**	.50
Hackers	U	****	2.00
Intellectuals	C	**	.50
International Cocaine Smugglers	C	**	.50
International Communist Conspiracy	R	**	4.00
International Weather Organization	U	**	2.00
I.R.S.	U	**	2.00
Joggers	C	**	.50
Junk Mail	U	***	2.00
KKK	C	**	.50
Lawyers	C	***	.50
L-4 Society	U	**	2.00
Libertarians	R	***	5.00
Liquor Companies	C	****	4.00
Loan Shlunks	C	**	.50
Local Police Departments	U	***	2.00
Madison Avenue	C	**	.50
Mafia, Inc.	R	***	6.00
Men in Black, The	R	**	2.00
M.I.S.	U	*	.50
Moones	C	**	.50
Moral Minority	C	**	.50
Murder	R	***	4.00
National Oil Corporations	U	**	2.00
NASA	U	**	2.00
NATO	R	****	4.00
Nephews of God	C	**	.50
News	C	***	.50
N.S.A.	R	**	6.00
Nuclear Power Companies	C	****	.50
Offshore Banks	U	**	2.00
OTC	C	**	.50
Paranormalists	C	***	2.00
Pharmaceuticals	U	**	.50
Pharmaceuticals	C	***	.50
Pharmaceuticals	R	****	6.00
Pharmaceuticals	C	**	.50
Post Office	U	***	2.00
Professional Sports	U	***	3.00
Psychiatrists	C	***	.50
Public Rangers	C	**	.50
Real Estate Industry	C	**	4.00
Red Cross	R	***	3.00
Reformed Church of Satan	U	****	.50
Religious Ranch	C	**	2.00
Republicans	U	**	.50
Riflemen	R	***	4.00

Robot Sea Monsters	U	**	2.00
Rosicrucians	C	***	.50
Saturday Morning Cartoons	U	***	2.00
Savings and Loans	R	***	4.00
Science Fiction Fans	C	***	.50
Secret Service	R	****	4.00
Secular Humanists	U	***	2.00
Semiconscious Liberation Army	C	**	.50
S.M.O.F.	R	***	5.00
Society for Creative Anarchism	C	****	.50
South American Nazis	R	**	5.00
Subliminals	R	***	6.00
Supreme Court	R	***	4.00
Survivalists	C	**	.50
Tabloids	U	**	2.00
Telephone Psychics	C	**	.50
Templars	C	*	.50
Tobacco Companies	C	**	.50
Trekkies	C	*	.50
Unilateral Commission	R	**	5.00
TV Preachers	C	**	.50
Underground Newspapers	R	***	6.00
United Nations	C	**	.50
Urban Gangs	C	***	.50
Vampires	C	***	.50
Video Games	C	**	.50
Voodooists	U	***	2.00
Wall Street	C	**	.50
Wargamers	C	**	.50
W.I.C.H.	C	***	.50

Plots

New World Orders

Bigger Business	U	***	2.00
Chicken in Every Pot, A	C	**	.50
Don't Forget to Smash the State	C	**	.50
Energy Crisis	R	***	4.00
Fear and Loathing	U	****	2.00
Gun Control	U	****	2.00
Law and Order	U	***	2.00
Military-Industrial Complex	C	***	.50
Peace in Our Time	C	***	.50
Political Correctness	U	**	2.00
Solidarity	C	***	.50
Tax Reform	R	***	4.00
Thousand Points of Light, A	U	***	2.00
World Hunger	C	**	.50
World War 3	R	***	4.00



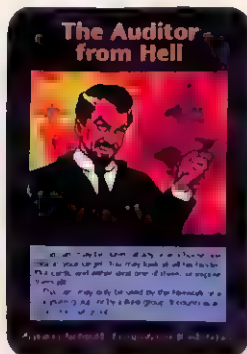
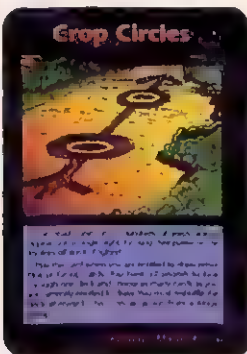
Goals

Corporate Masters: The	C	****	.50
Control Overload:	J	****	.50
Explosion:	C	**	.50
Health:	C	****	.50
Health/Madness: The	J	***	.50
Health/Regain:	P	***	.50
Life/Interception:	J	***	.50
Power for Its Own Sake	P	****	.50

Name	Rarity	Rating	Price
Power to the People	U	***	2.00
Up Against the Wall	R	***	4.00

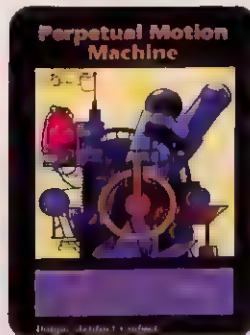
Others

Agent in Place	C	**	.50
Air Magic	U	**	2.00
Albino Alligators	C	***	.50
Alternate Goals	C	***	.50
An Offer You Can't Refuse	R	*****	4.00
And STAY Dead!	C	**	.50
Angst	R	***	4.00
Annual Convention	R	**	4.00
Are We Having Fun Yet?	C	**	.50
Assertiveness Training	C	**	.50



Atomic Monster	C	***	.50
Auditor from Hell, The	C	***	.50
Backlash	C	**	.50
Bank Merger	U	***	2.00
Benefit Concert	C	***	.50
Big Score, The	C	***	.50
Big Sellout, The	R	***	4.00
Bimbo at Eleven	C	***	.50
Blitzkrieg	R	***	6.00
Blood, Toil, Tears and Sweat	C	**	.50
Bodyguard	R	***	4.00
Botched Contact	U	***	2.00
Bribery	U	**	2.00
Car Bomb	C	***	.50
Celebrity Spokesman	U	**	2.00
Censorship	U	***	2.00
Cherismatic Leader	C	***	.50
Citizenship Award	C	***	.50
Clone	U	***	3.00
Cold Fusion	C	***	.50
Combined Disasters	U	***	3.00
Commitment	U	**	2.00
Computer Security	R	***	4.00
Computer Virus	U	**	2.00
Corruption	U	***	4.00
Counter-Revolution	R	***	4.00
Counterspell	U	***	2.00
Cover of Darkness	R	***	4.00
Cover-Up	R	**	4.00
Crop Circles	C	**	.50
Currency Speculation	C	**	.50
Dread Engine	R	***	4.00
Drop Agent	C	**	.50
Dictatorship	C	*	.50
Dollars for Decency	U	***	2.00
Double-Cross	C	***	.50
Early Warning	C	***	.50
Earth Magic	C	**	.50
Earthquake	C	***	.50
Eat the Rich	R	***	4.00
18 1/2 Minute Gap	R	***	4.00
Embezzlement	R	***	5.00
Emergency Powers	C	***	.50
Epidemic	C	***	.50

Exposed!	C	**	.50
Faction Fight	R	***	4.00
First Thing We Do, Let's Kill All The Lawyers	R	*	4.00
Flower Power	U	***	2.00
Fraud!	C	**	.50
Failed!	U	**	2.00
Forgery	U	***	2.00
Freaking the Mundanes	U	***	2.00
Full Moon	U	***	.50
Fundie Hoax	C	**	.50
Gang War	U	***	2.00
George the Janitor	C	**	.50
Giant Kudzu	U	***	2.00
Good Polls	C	***	.50
Grossroots Support	C	***	.50
Gremlins	R	***	4.00
Harmonica Virgus	C	***	.50
Hot Trick	C	***	.50
Head in a Jar	U	***	2.00
Hex	R	***	4.00
Hidden Influence	R	***	4.00
Hit and Run	C	***	.50
Hoax	U	**	2.00
Hurricane	C	***	.50
I Lied	U	***	2.00
Impostor	C	**	.50
Infobahn	C	***	.50
Interference	C	***	.50
Internet Worm, The	U	***	.50
Jake Day	C	**	.50
Jihad	C	***	.50
Just Say No	C	***	.50
Ketchup is a Vegetable	C	***	.50
Kinder and Gentler	C	**	.50
Let's Get Organized	C	**	.50
Let's Get REALLY Organized	U	***	2.00
Let's You and Him Fight	R	***	4.00
Liberal Agenda	C	**	.50
Logic Bomb	R	***	4.00
March on Washington	C	**	.50
Market Manipulation	U	**	2.00
Marital Law	C	***	.50



Martyrs	C	***	.50
Mass Murder	R	***	4.00
Media Blitz	C	**	.50
Media Connections	R	***	4.00
Messiah	R	***	4.00
Meteor Strike	U	***	2.00
Miracle Diet Plan	C	**	.50
Mistaken Identity	R	***	4.00
Mob Influence	C	***	.50
Monopoly	C	***	.50
Mothers' March	C	**	.50
Murphy's Law	U	***	2.00
Mutual Betrayal	C	**	.50
Nationalization	C	**	.50
Never Surrender	C	***	.50
New Blood	C	***	.50
New Federal Budget	U	***	2.00

Name	Type	Rarity	Price
Isham Yar	PE	U	2.50
Jo'Bril	PE	U	1.50
Medical Kit	EQ	C	.50
Medical Trecorder	EQ	C	1.50
Mercenary Ship	SH	C	2.50
Manik	PE	C	2.50
Oceit	PE	U	2.50
Rago Dancer	PE	R	13.00
Trecorder	EQ	C	.50
Vakor	PE	C	.50
Yidrian Shuttle	SH	C	.50
Zbalian Transport	SH	C	1.00

EVENTS AND INTERRUPTS

Name	Type	Rarity	Price
Alien Groupie	INT	R	4.00
Alien Probe	EV	U	2.00
Aminda Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	6.00
Asteroid Sanctuary	INT	C	1.00
Atmospheric Ionization	EV	C	.50
Auto-Destruct Sequence	INT	U	2.00
Brynars Weapon Enhancement	EV	R	8.50
Cross	INT	R	9.00
Devil, The	INT	R	6.00
Disruptor Overload	INT	C	.50
Distortion Field	EV	U	2.00
Distortion of... Continuum	INT	U	2.50
Emergency Transporter Armabonds	INT	C	.50
Energy Vortex	INT	U	1.00
Escape Pod	INT	C	.50
Espionage: Federation/Klingon	EV	C	.50
Espionage: Klingon/Federation	EV	C	.50
Espionage: Romulan/Federation	EV	C	.50
Espionage: Romulan on Klingon	EV	C	.50
Full Planet Scan	INT	U	2.50
Gaps in Normal Space	EV	U	1.50
Genetronic Replicator	EV	U	2.50
Goddess of Empathy	EV	R	6.00
Holo-Projectors	EV	U	1.50
Honor Challenge	INT	R	4.50
Plugh	INT	R	10.00



Incoming Message—Federation	INT	U	3.50
Incoming Message—Klingon	INT	U	2.50
Incoming Message—Romulan	INT	U	2.50
Jaglan Shrek—Information Broker	INT	R	6.00
Jagger, The	INT	U	1.00
Kavin Unbridge	INT	U	2.00
Kravis Fogo—Collector	EV	U	2.50
Klingon Death Yell	INT	R	5.50
Klingon Right of Vengeance	INT	C	1.00
Life-Form Scan	INT	U	2.00
Long Range Scan	INT	C	1.00
Love Returns	EV	R	9.50
Love's Fingernail	EV	R	7.50
Loss of Orbital Stability	INT	C	.50
Morak's Transformations	EV	U	.50
Morak's Senses	EV	U	1.00
Morak's Transport	INT	U	1.50
Morak's Senses Device	EV	U	2.00
Morak's Shields	EV	U	1.50
Morak's Teth—Alien Trader	INT	C	1.00
Pathway Fountain	INT	C	1.00

Pattern Enhancers	EV	C	.50
Plasma Fire	EV	C	.50
Q-NET	EV	C	.50
Q2	INT	U	3.50
Raise the Stakes	EV	U	1.50
Red Alert!	EV	C	.50
RES-Q	EV	C	1.00
Rogue Borg Mercenaries	INT	C	.50
Scan	INT	C	.50
Ship Seizure	INT	C	.50
Spacedock	EV	C	1.00
Static Warp Bubble	EV	C	1.00
Subspace Interference	INT	C	.50
Subspace Schism	INT	U	1.00
Subspace Warp Rift	EV	C	.50
Supernova	EV	R	7.50
Tachyon Detection Grid	INT	C	.50
Telepathic Alien Kidnappers	EV	U	2.50
Temporal Rift	INT	U	2.00
Tetryon Field	EV	C	.50
Transwarp Conduit	INT	U	1.50
Traveler, The: Transcendence	EV	U	2.50
Treaty: Federation/Klingon	EV	C	1.00
Treaty: Federation/Romulan	EV	C	1.00
Treaty: Romulan/Klingon	EV	C	1.00
Vulcan Handmeld	INT	U	1.50
Warp Core Breach	EV	R	4.00
Where No One Has Gone Before	EV	C	1.00
Wormhole	INT	C	1.00

ARTIFACTS, DILEMMAS, AND MISSIONS

Name	Type	Rarity	Price
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	2.00
Anaphasic Organism	DI	C	1.00
Ancient Computer	DI	R	6.00
Archer	DI	C	.50
Armus—Skin of Evil	DI	R	9.00
Avert Disaster	DI	R	5.00
Barclay's Protoplasmic Disease	DI	R	7.00
Belatzeal Gift Box	AR	R	12.00
Birth of "Jassar"	DI	U	.50
Borg Ship	DI	R	12.00
Chalmoth	DI	U	1.00
Cloaked Mission	DI	U	2.00
Cosmic Strag Fragment	DI	U	1.50
Covert Installation	DI	C	1.00
Covert Rescue	DI	U	1.00
Crystalline Entity	DI	R	7.00
Cultural Observation	DI	R	4.00
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Name	Type	Rarity	Price
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Investigate Anomaly	DI	C	.50
Investigate Disappearance	DI	R	5.00
Investigate Disturbance	DI	R	4.50
Investigate Massacre	DI	R	5.00
Investigate Raid	DI	R	4.00
Investigate Rogue Comet	DI	R	3.50
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Investigate Sighting	DI	R	3.00
Investigate Time Continuum	DI	R	4.00
Klatomer Research	DI	R	4.00
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Kritian Game	DI	R	4.50
Kurion Naikos	AR	R	12.00



Male's Love Interest	DI	C	.50
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Survey Mission	DI	R	4.00
Tarellian Plague Ship	DI	U	2.00
Temporal Causality Loop	DI	R	5.00
Test Mission	DI	C	1.50
Thought Maker	DI	R	15.00
Time Travel Pod	DI	R	10.00
Tox Threat	DI	R	11.00
Toxicology Infection	DI	R	5.00
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INQUEST CHECKLIST

Name	Rarity	Price	Name	Rarity	Price
Jyhad			Confuse	R	3.00
438 cards			Flow of Acid	R	3.00
Starter Deck		\$8.95	Fury of the Clansmen	R	3.00
Booster Pack		\$2.50	Gaze	R	3.00
			Suicide	R	3.00



Aaron's Feeding Razor	R	5.00
Body of Sin	R	6.00
Day Operation	R	7.00
Entrancement	R	5.00
Magic of the Smith	R	7.00

Doomtrooper

337 cards		
Starter Deck	\$7.95	
Booster Pack	\$2.45	



On The Edge

269 cards		
Starter Deck	\$7.95	
Booster Pack	\$1.95	
Charisma	R	6.00
Genetic Prejudice	R	4.00
Glorious Lords Secret	R	4.00
International Influence	R	5.00
Tidbits	R	5.00

Cut Ups Expansion Booster Pack

\$1.95



Galactic Empires

337 cards		
Starter Deck	\$7.95	
Booster Pack	\$2.45	
Dragon Automation	R	2.00
Fighter Pilot	R	4.00
Insanity	R	4.50
Lucky Manoeuvre	R	2.00
Shipyard Starbase	R	3.00

New Empires Expansion Booster Pack

\$1.95

Name	Rarity	Price	Name	Rarity	Price
Wyvern			Bloodsword	R	2.00
136 cards			Loki Class	U	1.00
Starter Deck		\$7.95	Ripple File	U	1.00
Booster Pack		\$2.50	Sabotage	R	2.00
Grendel	R	5.00	Ship's Cat	R	2.00
Jason	R	5.00			
Jammungandr	R	3.00			
Medusa Spell	R	3.00			
Quicksand	R	3.00			



Dixie

200 cards		
Starter Deck		\$9.00
Not sold in packs		

Bull Run	C	1.00
82nd Infantry	C	1.00
Rebel Yell	C	1.50
69th Infantry	C	1.00
10PDR Parrott	C	1.00
12PDR Howitzer	C	1.50

Star of the Guardians

325 cards		
Starter Deck	\$8.95	
Booster Pack	\$2.95	



Spellfire

695 cards		
Starter Deck	\$8.95	
Booster Pack	\$2.50	
Cleric of Mask	R	2.00
Flameblade	R	2.00
Phantasmal Killer	R	3.00
Sword of Wraith	R	2.00
Waterdeep	U	1.00
Forgotten Realms Expansion Booster Pack		\$2.50
Dragonlance Expansion Booster Pack		\$2.50
Ravenloft Expansion Booster Pack		\$2.50



Blood Wars

334 cards		
Starter Deck Dual Pack	\$9.95	
Booster Pack	\$2.50	
Assassination Plot	R	6.00
Chaos Beast	R	5.00
Lady of Pain	R	20.00
Shield Maidens of Odin	R	5.00
Tiamat	R	6.00

See you at next month, when we will continue to improve upon the ultimate price guide for collectible card games.

Newsflash: The Lady of Pain is a card of the month's design team. After a brief hiatus, we were up and running. However,

Editor-in-Chief Pat McCallum suffered through some mild misery attacks and is now running through the halls in a bunny costume.

Thanks to the following retailers for helping out with this month's price guide!

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(914) 624-2224

Special thanks to my wife Mary for putting up with all the extra time I spent on week inevitably assembling this fine mag.
"Happy Anniversary"
Love,
Pat McCallum



The Future of Gaming

By Rick Swan

When it comes to making predictions, my crystal ball is about as clear as a glass of mud. I was the guy who said in 1993 that *Magic: The Gathering* would never get off the ground. But you can't keep a good seer down, so I'm prepared to try again. Based on confidential sources and semi-educated guesses, here's what I think the future holds for gamers.

This Black Lotus Really Stinks

As the card game market continues to swell, publishers will turn to elaborate packaging and exotic gimmicks to attract attention. Not just holograms and metal foil: expect jigsaw-puzzle cards that can be assembled to form huge maps, and deluxe cards made of plastic. Booster packs will include both cards and adhesive stamps; attaching, say, a red stamp to a dragon card will allow it to breathe fire, and a black stamp will enable it to attack twice in the same turn.

Card games with complicated rules will come bundled with computer software. While players plan their strategies, the computer will do the bookkeeping, including combat resolution and damage assessment. Roleplaying publishers are already experimenting with this: witness the character-creation diskette included with the new *Champions Deluxe* super-hero game.

You can also look forward to—don't laugh—scratch-'n'-sniff game cards.

Drop That Alpha Set or I'll Shoot

As I write this, the Washington state legislature is debating a law that will prohibit minors from consuming music considered "harmful" and without "serious literary, artistic, political, or scientific value."

If you think this bodes well for collectible card games, you're living in a parallel universe. In spring 1994, Canada was pondering a law that would make a federal crime of selling trading cards with images or descriptions of real-life criminals. The law would also apply to games "in which the players play the part of

murderers and pretend to engage in violent criminal activity." Guess you'd better get that Car Bomb card out of your *Illuminati* deck.

Though I haven't heard of anti-card legislation pending anywhere in the U.S., that could change overnight. With an election year around the corner, opportunistic politicians will want scapegoats on which to blame society's ills.

In 1979, a Michigan State University student vanished, allegedly a victim of a *Dungeons & Dragons* game staged in a network of subterranean steam tunnels. The rumors were false; the kid showed up a few weeks later, his disappearance unrelated to *D&D*. But that didn't stop the media from demonizing roleplaying games, a reputation that still lingers.

Don't be surprised to hear news stories linking collectible card games to anti-social behavior; all it will take is the arrest of a shoplifter with a deck of *Magic* cards in his pocket.

How Much for Just the Box?

A few years ago, I decided to auction my surplus roleplaying games at Milwaukee's Gen Con, the largest game convention on the planet. How could I miss? Hundreds of bidders pack themselves into a room, supposedly snagging bargains, but invariably bidding the price of junk up to astronomical sums. Roleplaying games had never gone for much before, but I figured their time had come.

How'd I do? I got two dollars for a *D&D* adventure called *Curse of Xanathon*, a buck and a half for the *Skull & Crossbones* rule book, and nothing for *Boot Hill*. (I ended up trading it to a kid for a bag of dice.)

Despite this, I'm convinced the market for vintage roleplaying gear is ready to explode. Collectors seem to be awakening to the aesthetic pleasures of classic games and the untapped investment potential of hard-to-get products.

What looks to be hot? Mint-condition supplements from the 1970s. First editions of popular titles. Shrink-wrapped box sets packed with maps and miniatures. Specifically, the *Advanced Dungeons & Dragons Deities & Demigods* with the Cthulhu Mythos creatures, the *Arch-Magic* box from Mayfair Games, and old *Judges' Guild* modules like *City State of the Invincible Warlord*.

If you have quality copies of any of these stashed under your bed, hang on to them. Better yet, send 'em to me.

Former newspaper publisher, rock musician, and medical student Rick Swan has designed and edited nearly 50 game products.



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